

# “Power Animal”

## 1002-033

### Network Pitch

Date 04/16/10

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 04/16/10
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time with Finn & Jake Created by  
Pendleton Ward

Creative Director  
Pat McHale

Storyboard by  
Adam Muto & Rebecca Sugar

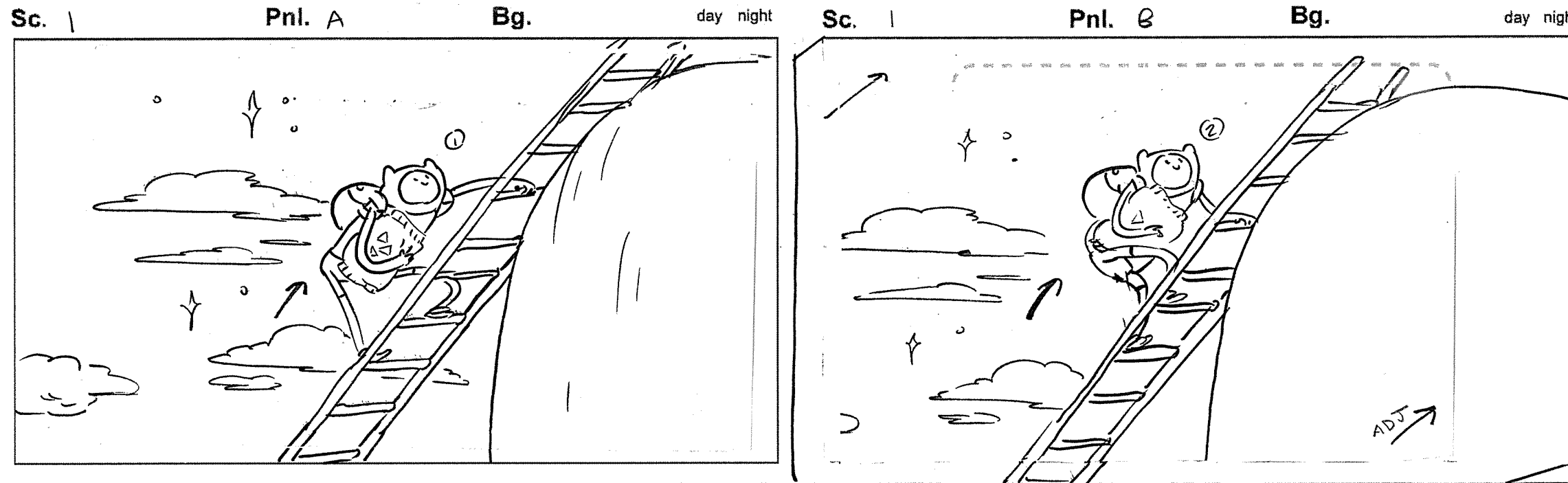


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# ADVENTURE TIME



Page 1



Dialog:
Action: FINN CLIMBS A LADDER UP TOWARD THE TOP OF THE TREE HOUSE.
Timing:

EPISODE # 100233

Production :



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ADVENTURE TIME



Sc. 2	Pnl. A	Bg.	day night	Sc. 2	Pnl. B	Bg.	day night

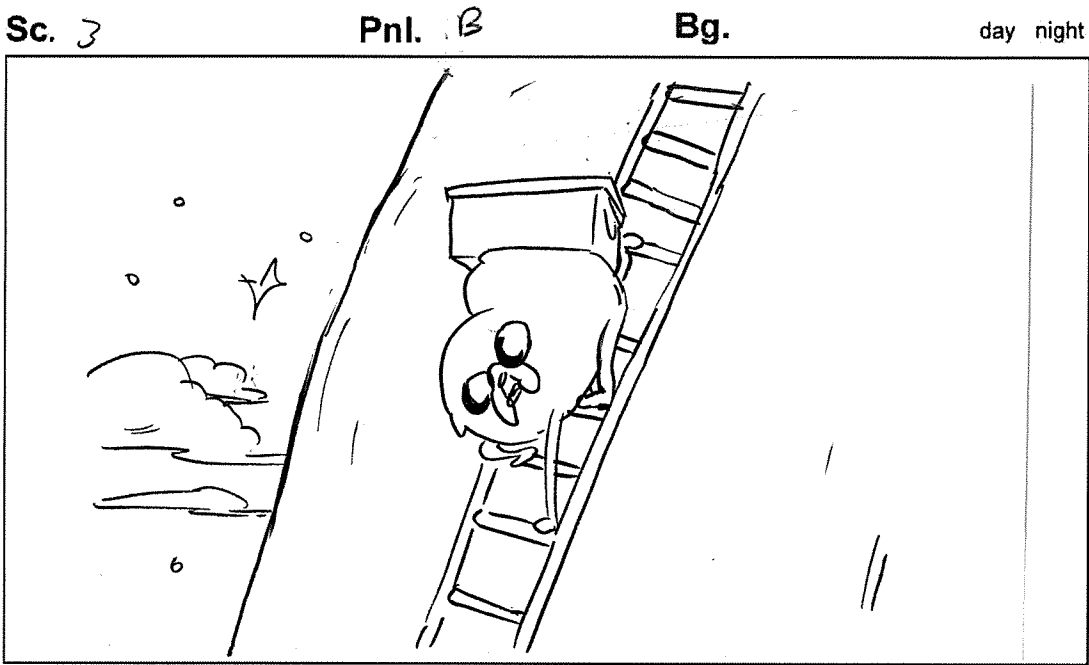
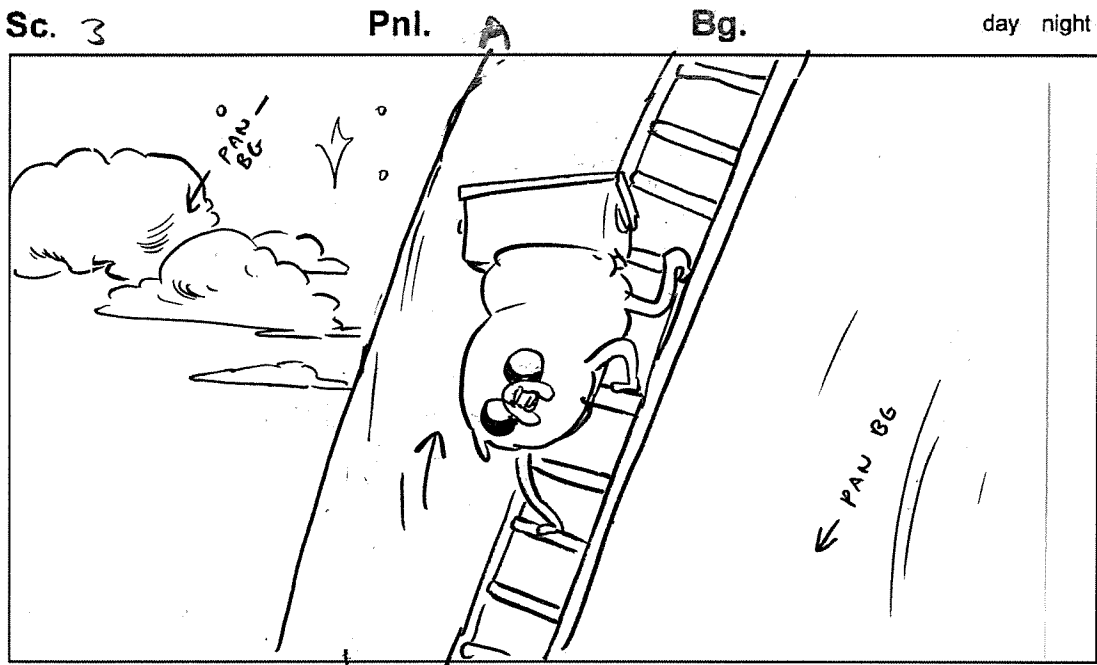
Dialog:	F) YOU GOT THAT COOLER, BUDDY?
Action:	
Timing:	

EPISODE # 100233  
Production :



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ADVENTURE TIME



Dialog:	3) YEP!
Action:	JAKE CARRIES COOLER UP LADDER WITH HIS BUTT
Timing:	

100233

EPISODE #

Production :

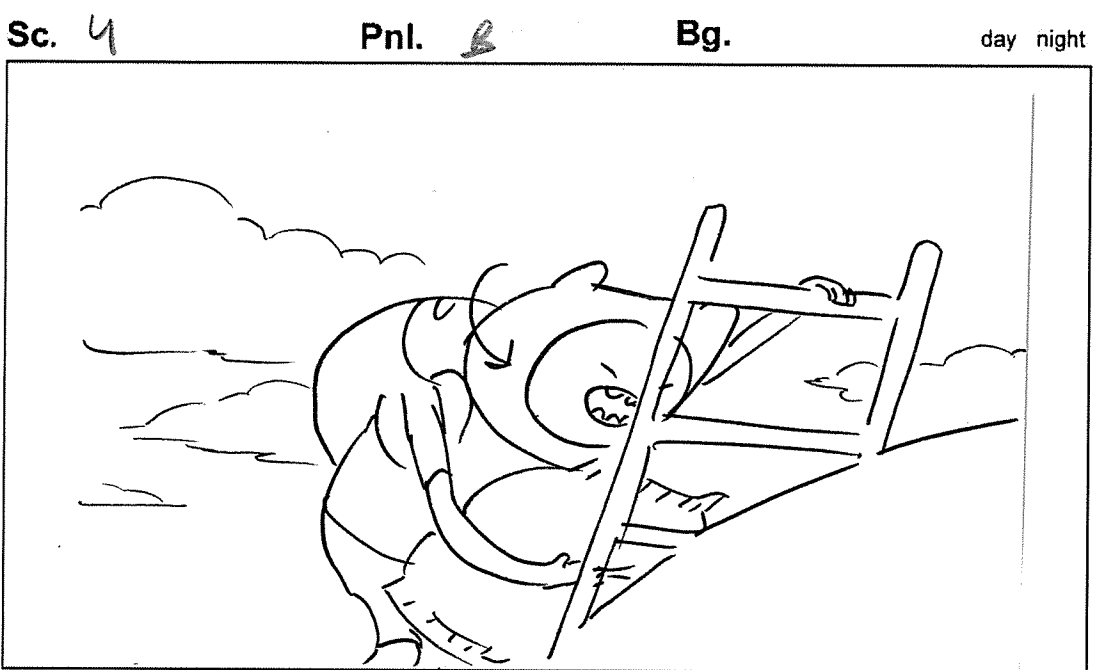
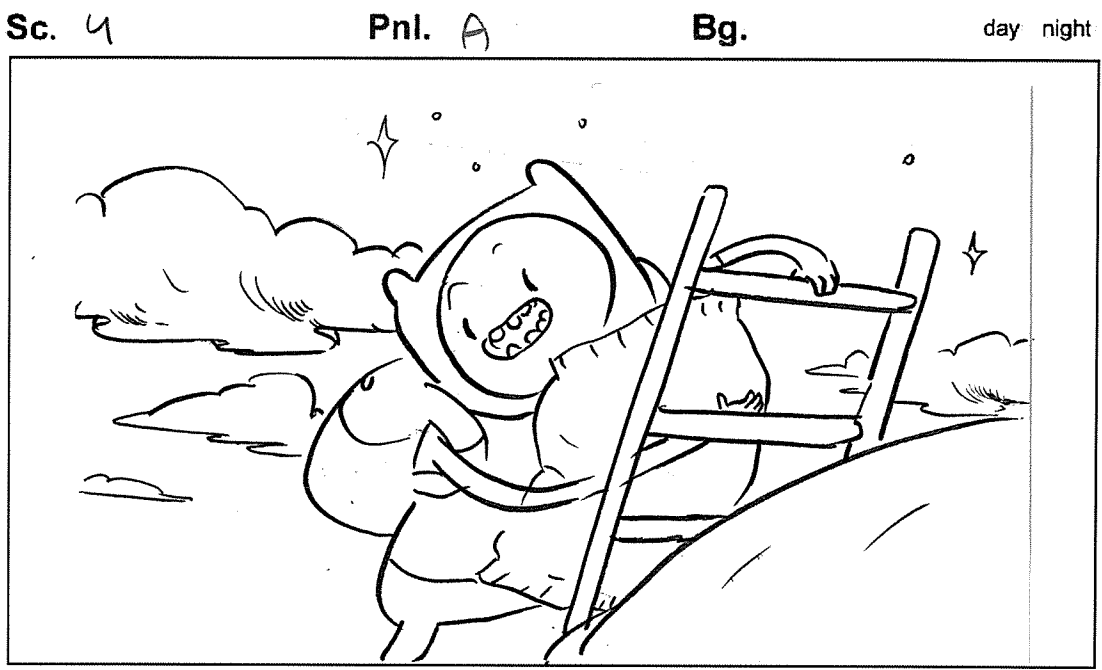


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# ADVENTURE TIME



Page 4



Dialog:	F) GOOD, WE'RE GONNA NEED IT FOR THIS —
Action:	
Timing:	

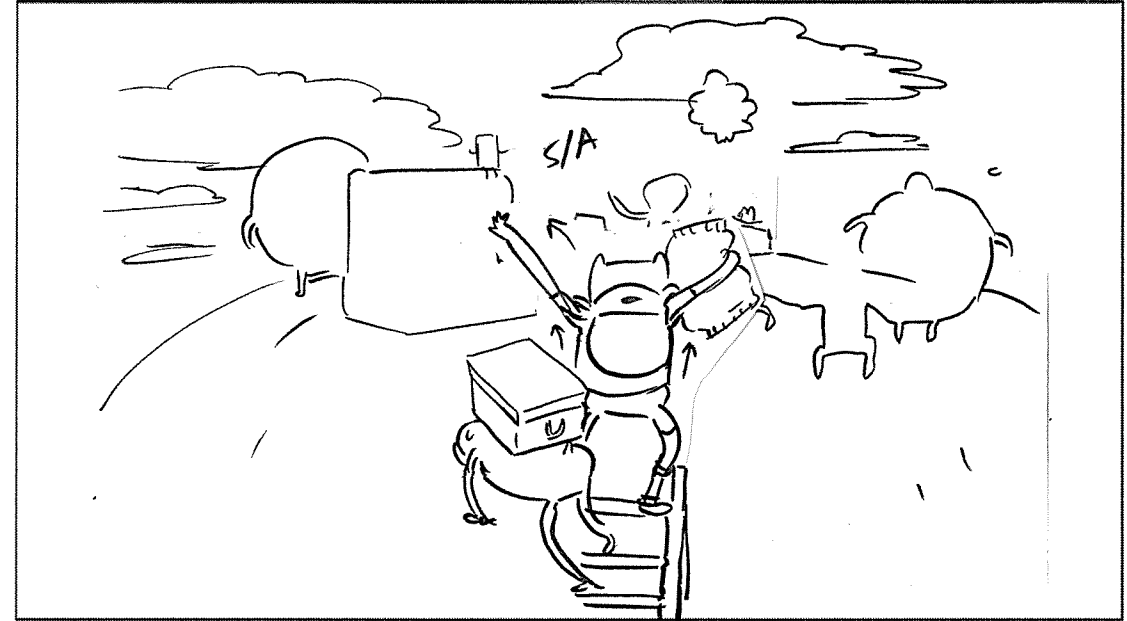
Production : 100233



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day night



F) ROOF —

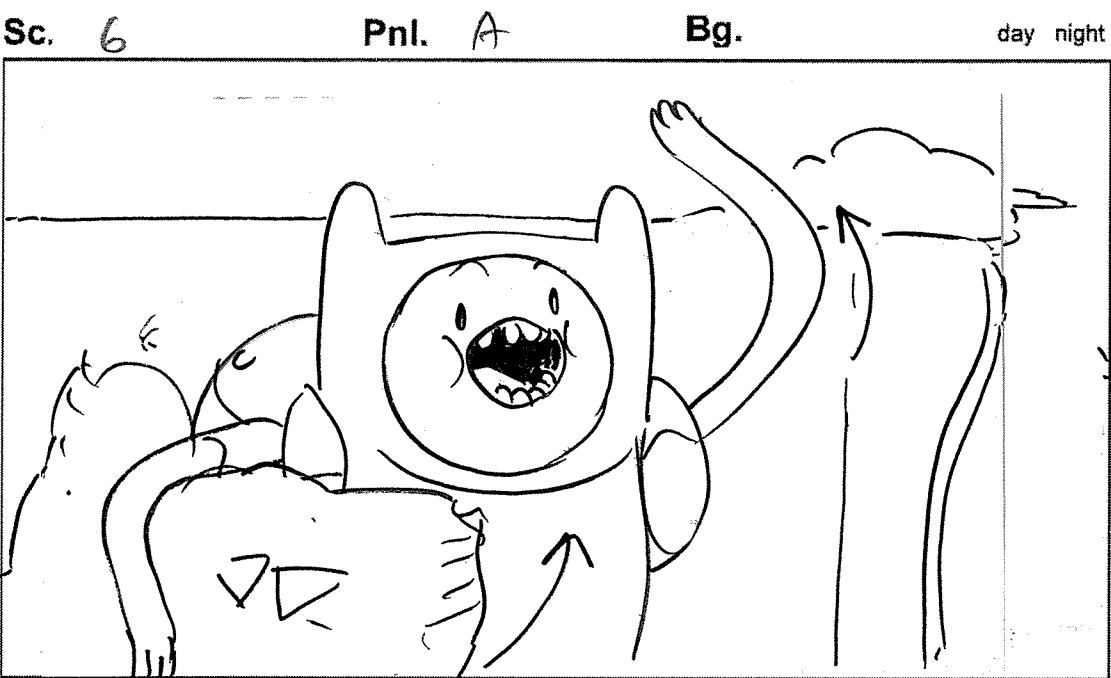
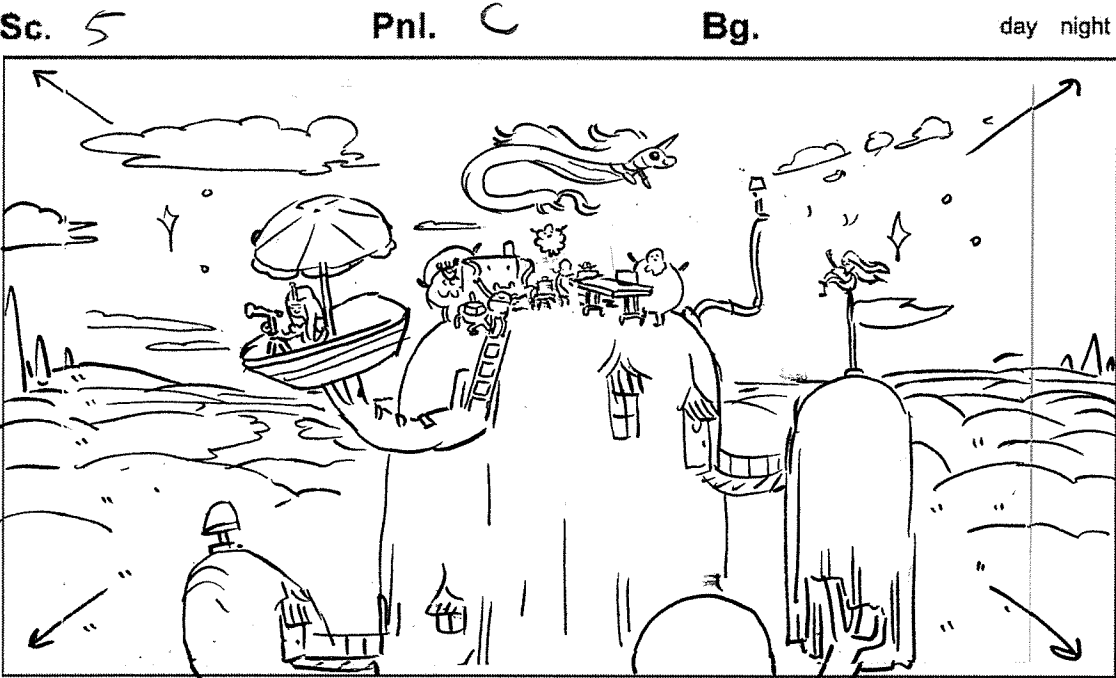
**Timing:**

Production :



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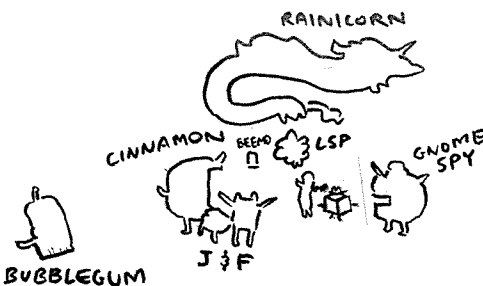
# ADVENTURE TIME



Dialog:  
F) — PARTY!!!

Action:  
TRUCK OUT TO REVEAL  
HUGE PARTY ON THE TREEHOUSE ROOF!

Timing:



EPISODE # 100233

Production :



# ADVENTURE TIME



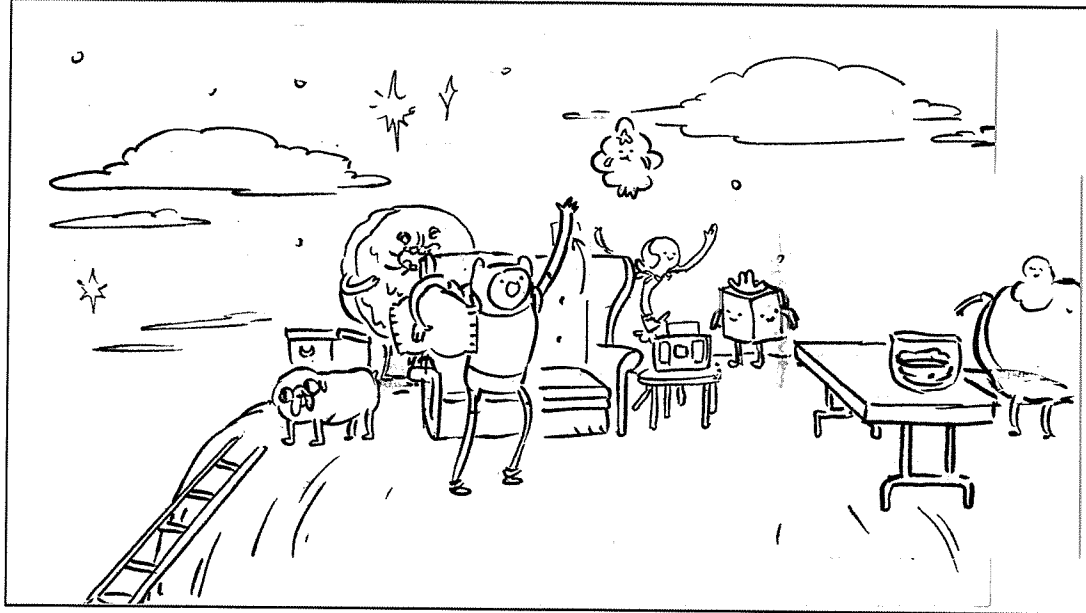
Page 7

Sc. 7

Pnl. A

Bg.

day night

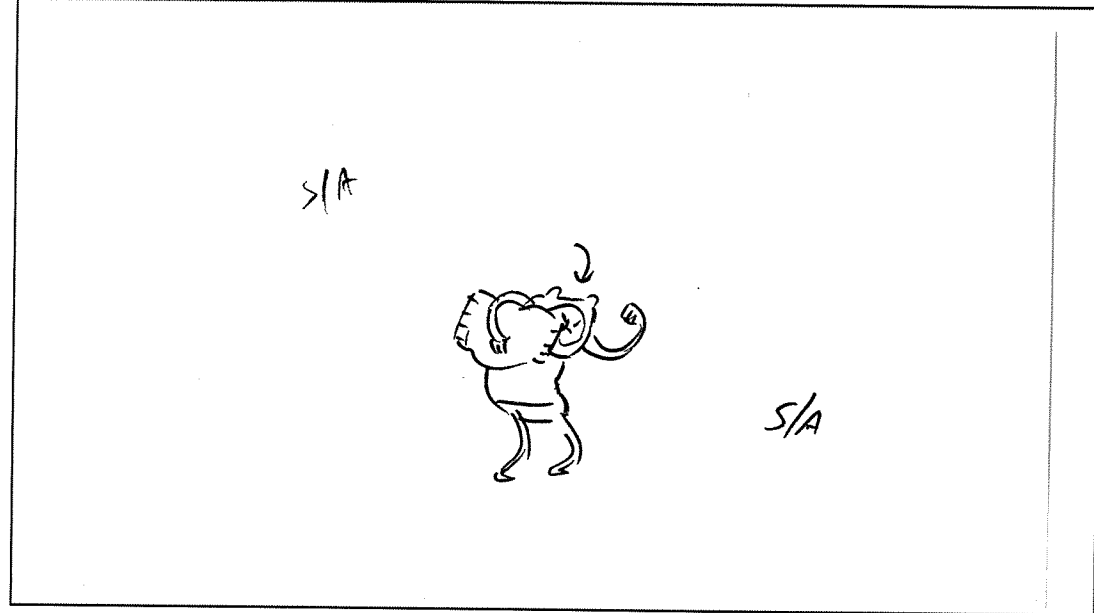


Sc. 7

Pnl. B

Bg.

day night



Dialog:

Action:

(SP)

FINN ANTIC - ABOUT TO DO CRAZY FLIP

Timing:

100033

EPISODE #

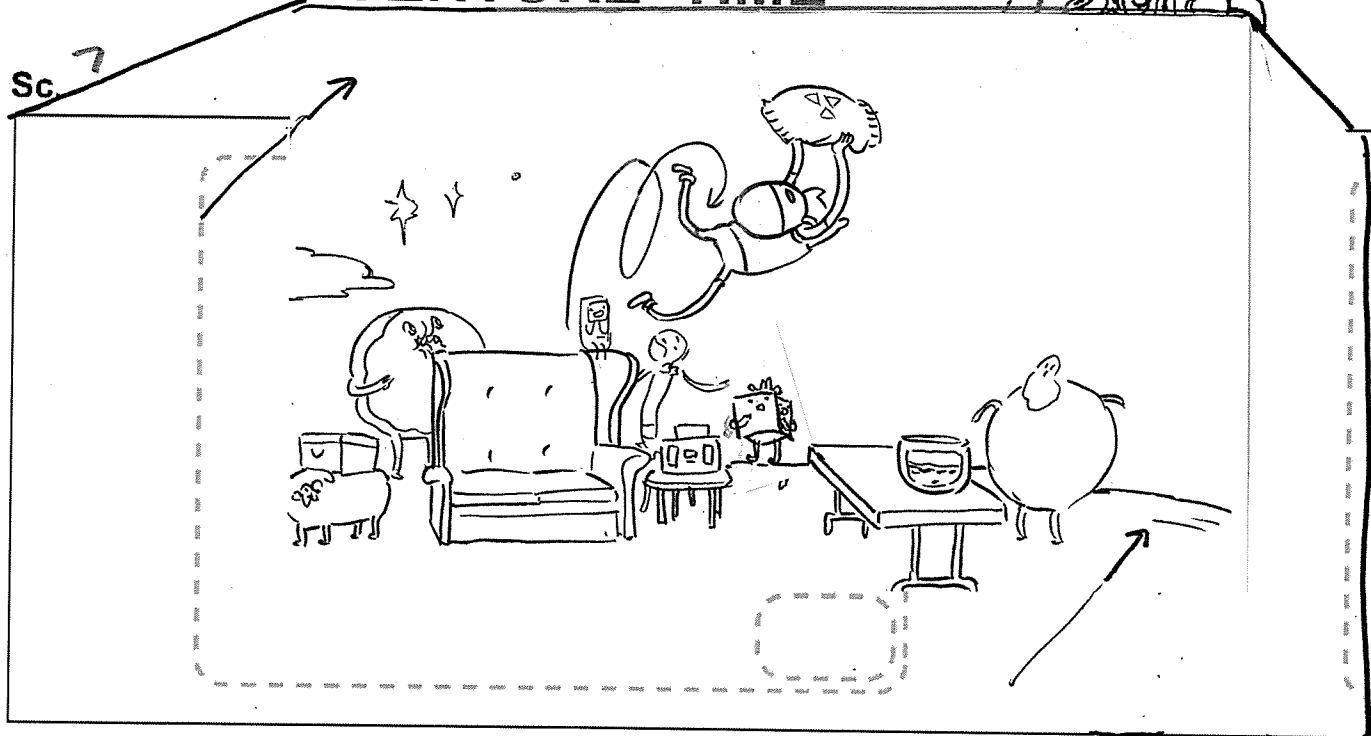
Production :



# ADVENTURE TIME



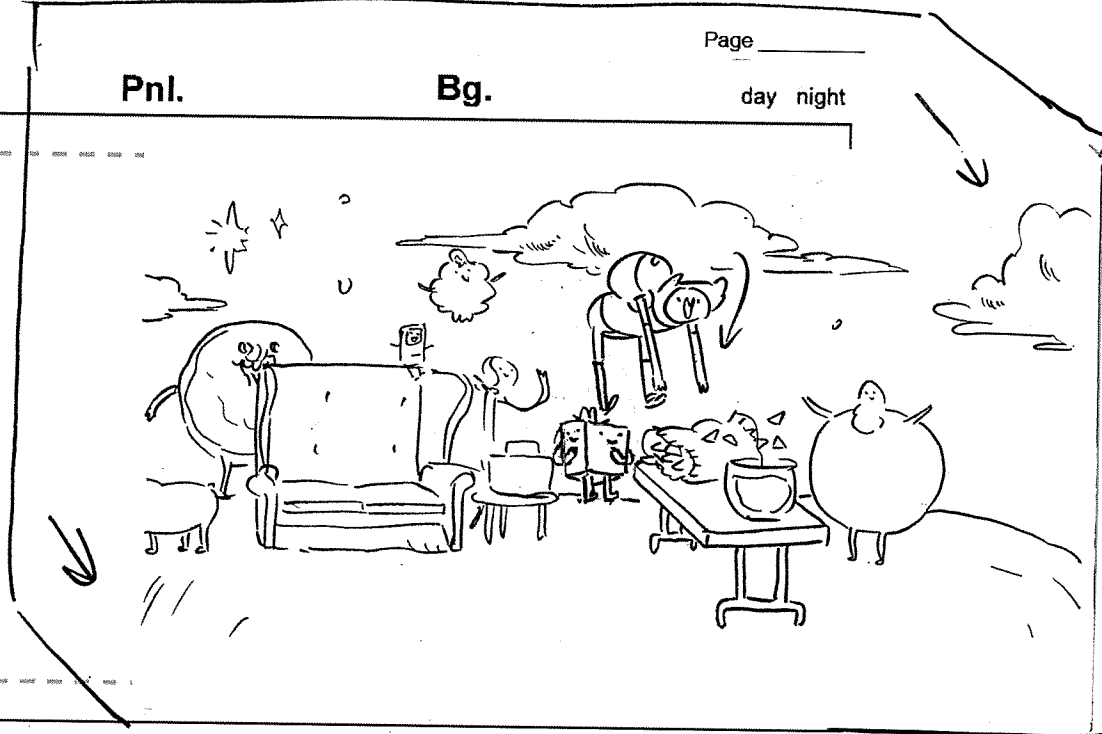
Sc. 7



Pnl.

Bg.

Page \_\_\_\_\_  
day night



Dialog:

F) TRIPLE FLIP -

Action:

CRAZY TRIPLE CORKSCREW FLIP WITH CHIPS!  
PAN TO FOLLOW FINN'S STUNT

Timing:

F) - WITH CHIPS FOR THE DIP!

(F) BLOWN BACK BY  
CHIP EXPLOSION,  
FALLS SLOW & FLOATILY,  
LANDS JERKILY



OVERSHOOT  
3  
SETTLE ON  
LANDING

Production :

100233

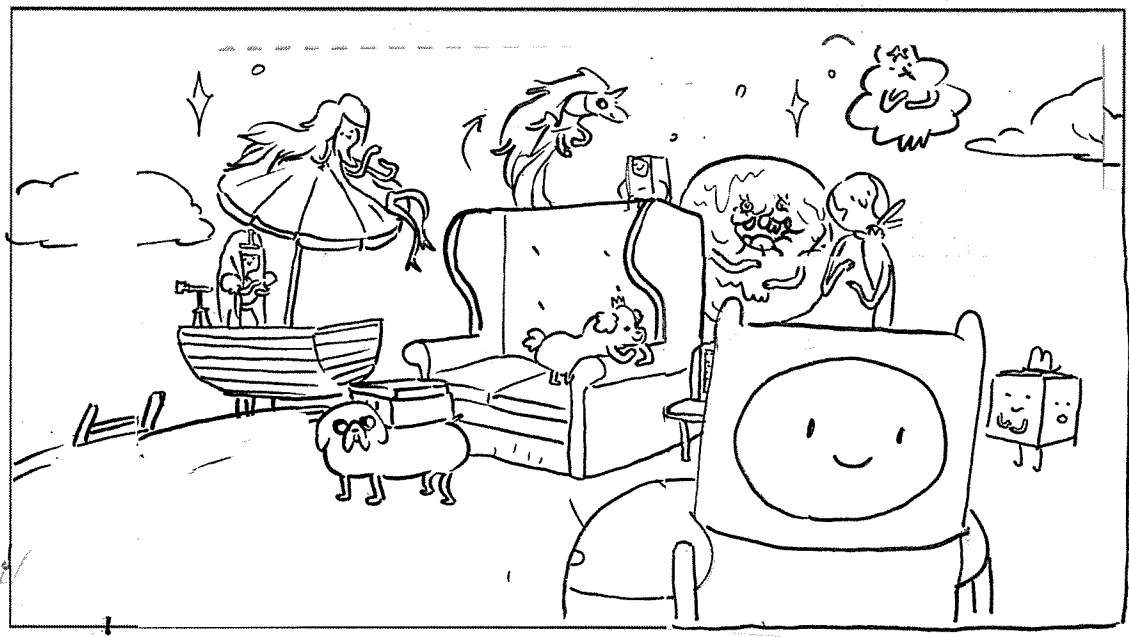


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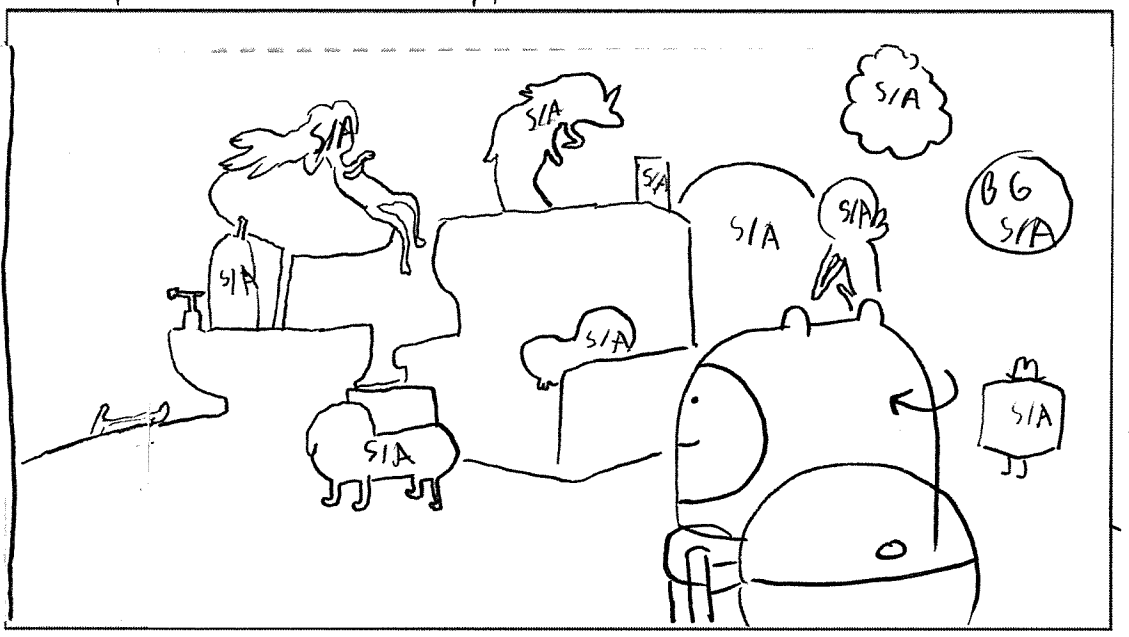
# ADVENTURE TIME



Sc. 8 Pnl. A Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog: CLAP CLAP CLAP CLAP	
Action: CLAPPING & SMILING (ALTERNATE A & B FOR CLAPPING)	Finn turns around to see everyone but Jake clapping.
Timing:	

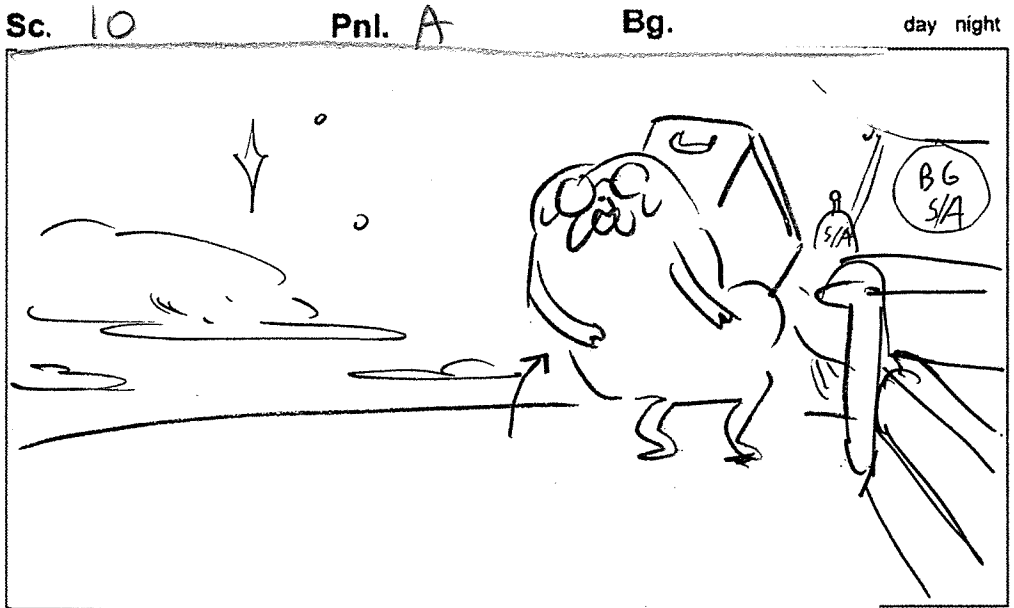
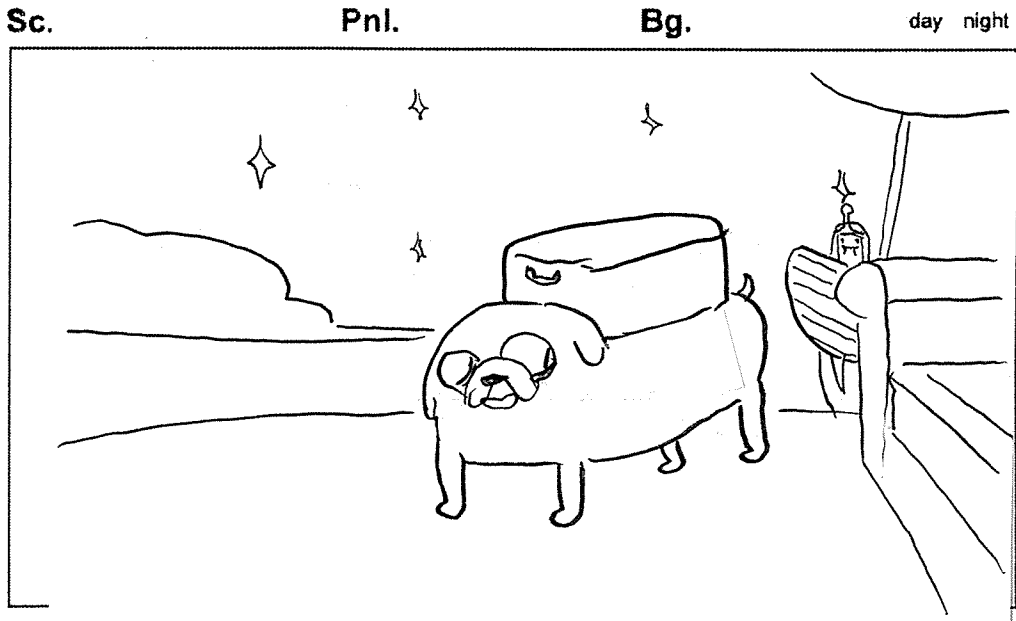
J) (os)  
HEY!!

EPISODE # 100233

Production :



ADVENTURE TIME



Dialog:	5) WATCH THIS EVERYBODY!	5) A LOOLER
Action:		
Timing:		

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# ADVENTURE TIME



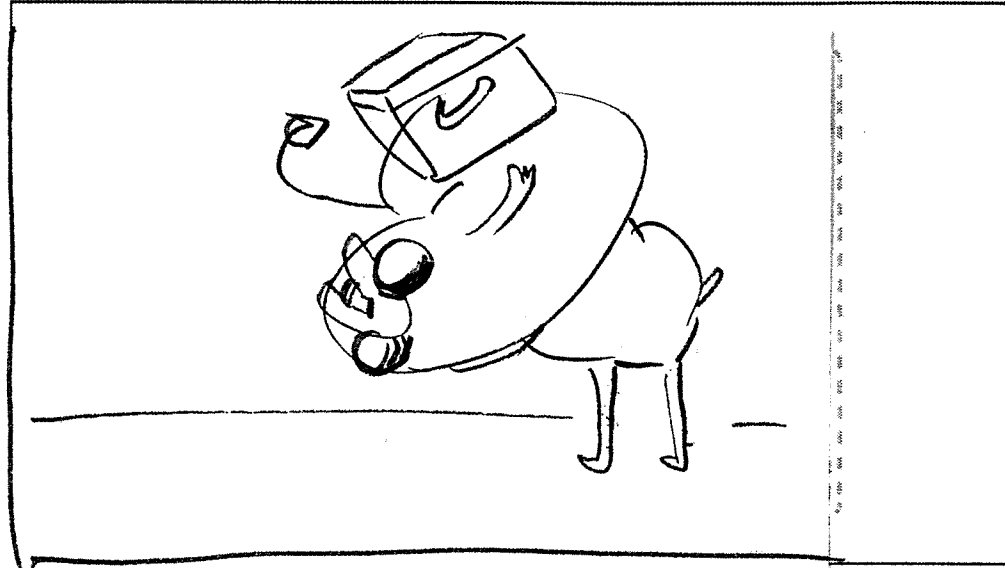
Page 12

Sc. 10

Pnl. B

Bg.

day night

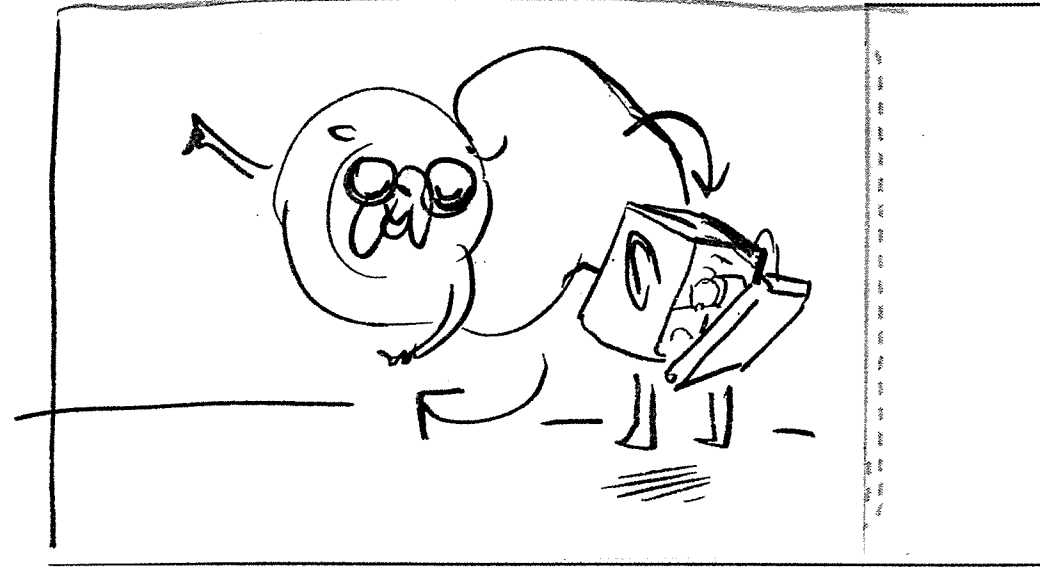


Sc. 10

Pnl. C

Bg.

day night



Dialog:

5) WITH STUFF  
FOR ...

Action:

Timing:

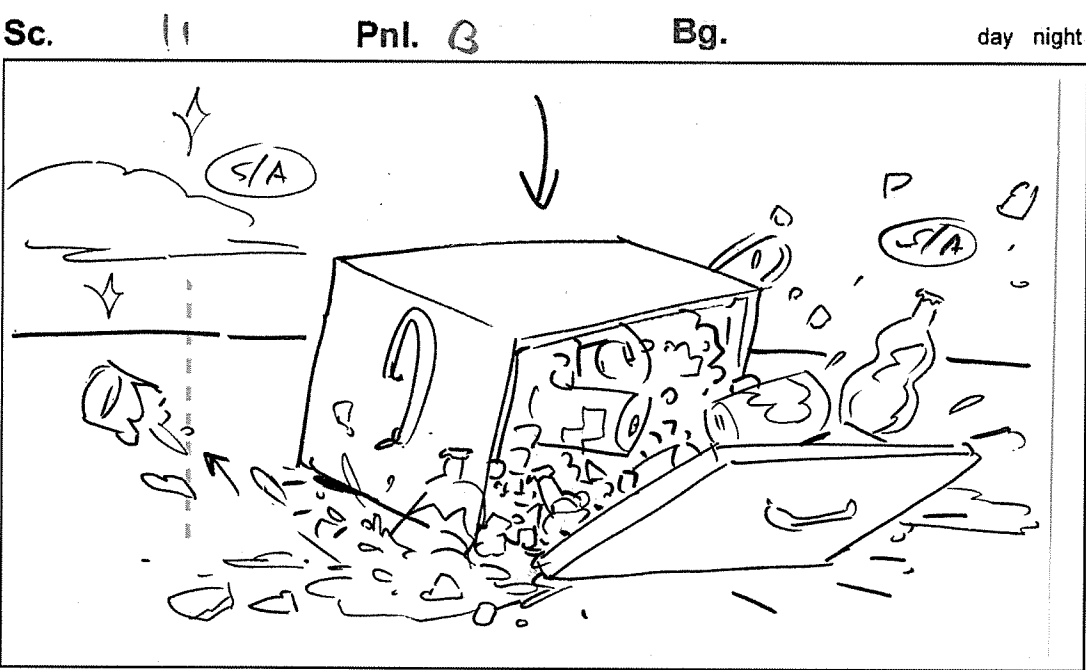
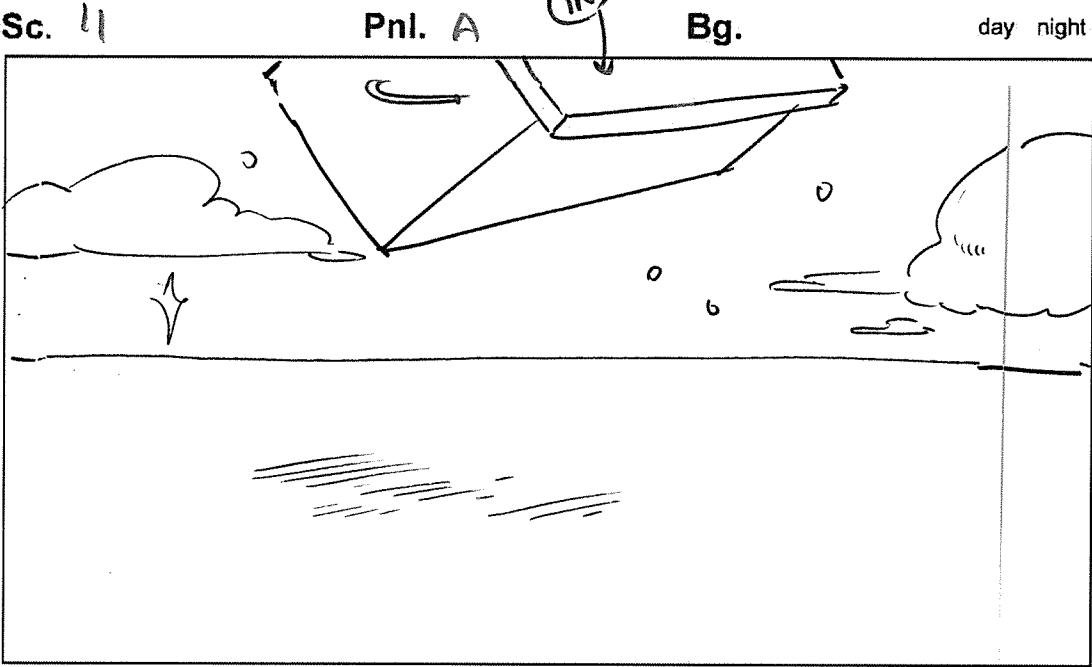
5) THE  
THING!

EPISODE #  
100233

Production :



ADVENTURE TIME



Dialog:
Action: COOLER FALLS INTO SHOT, HITS GROUND, WHAM!
Timing:

100233  
EPISODE #  
Production :



# ADVENTURE TIME



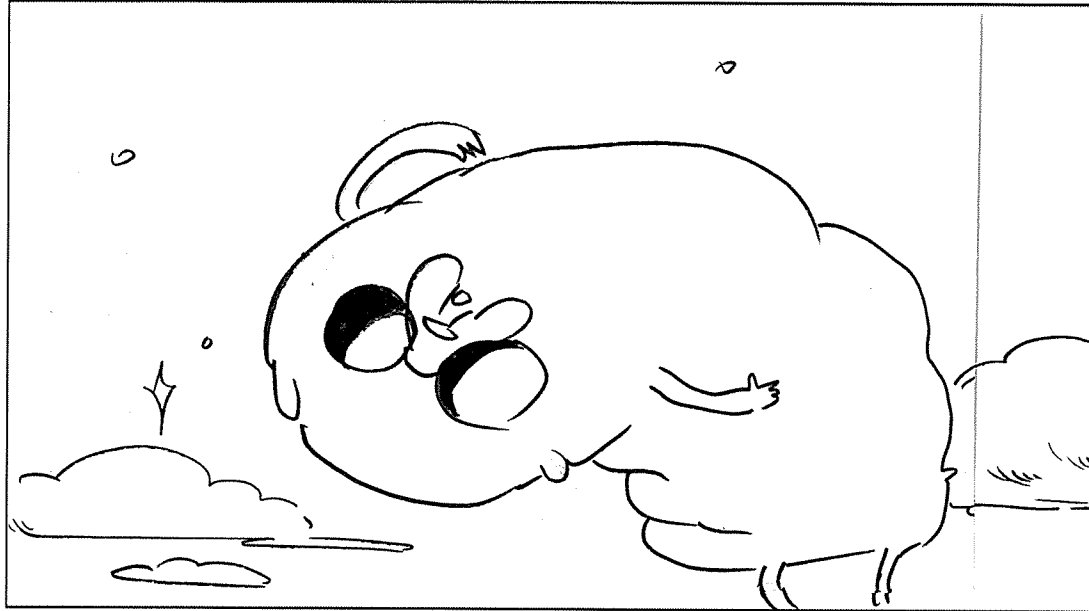
Page 14

Sc. 12

Pnl. A

Bg.

day night

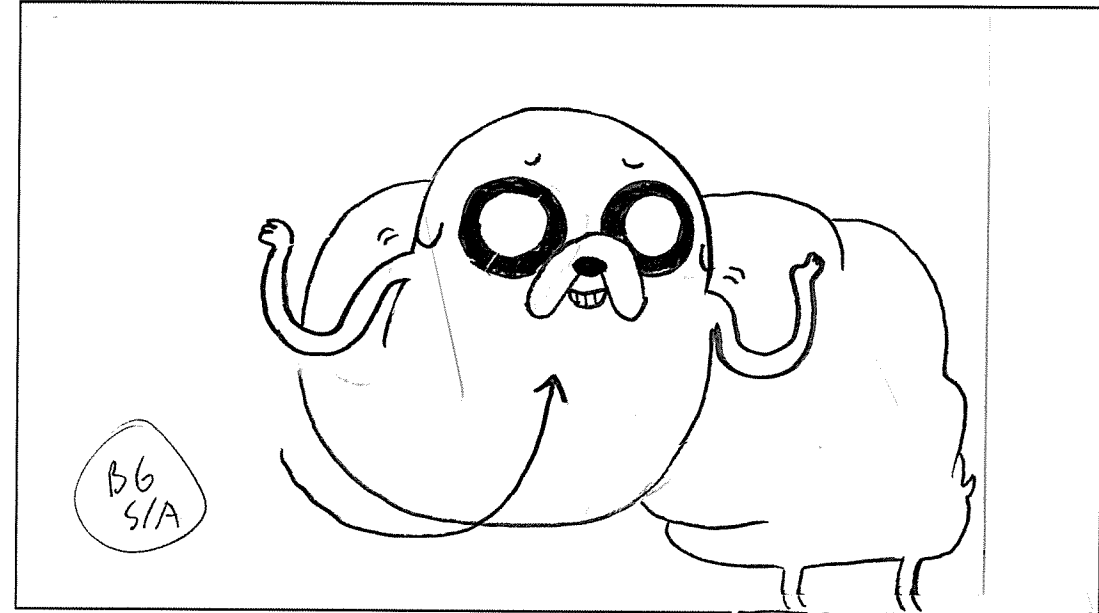


Sc. 12

Pnl. B

Bg.

day night



Dialog:

5) ...

SHRUG

Action:

JAKE SHRUGS & OWNS IT  
JAKE STRETCHES FORWARD AND UP

Timing:

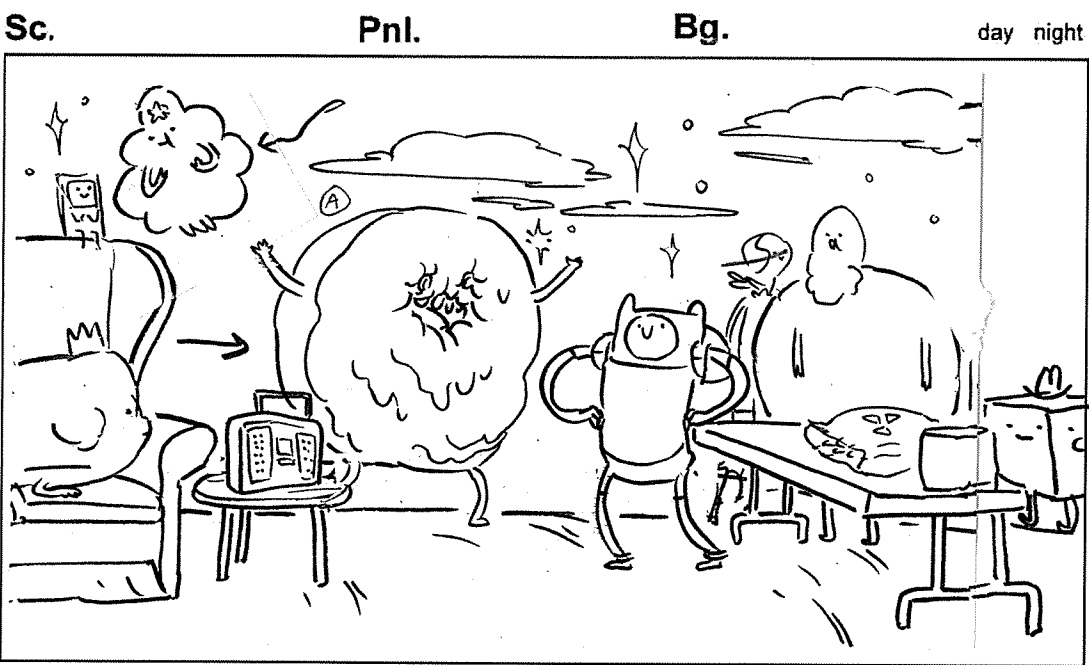
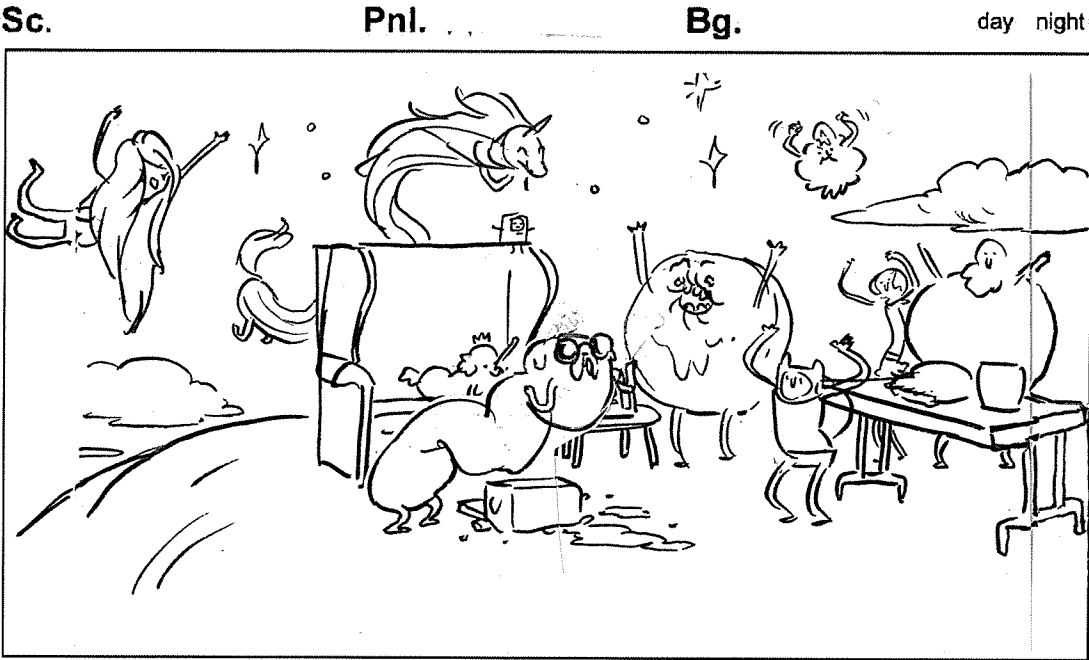
100233

EPISODE #

Production :



# ADVENTURE TIME



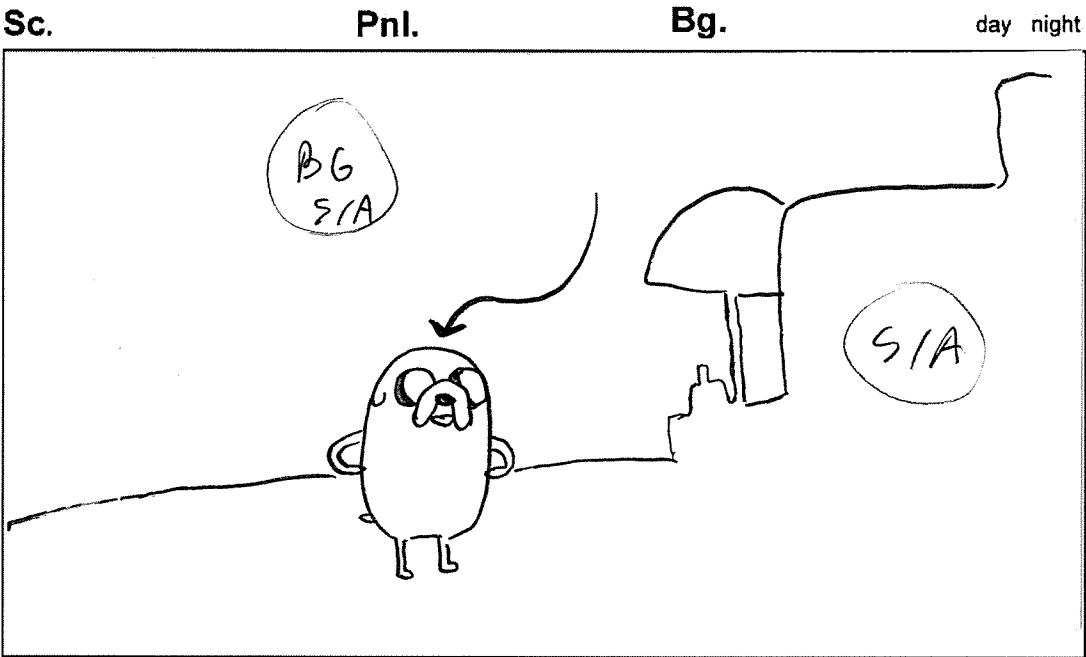
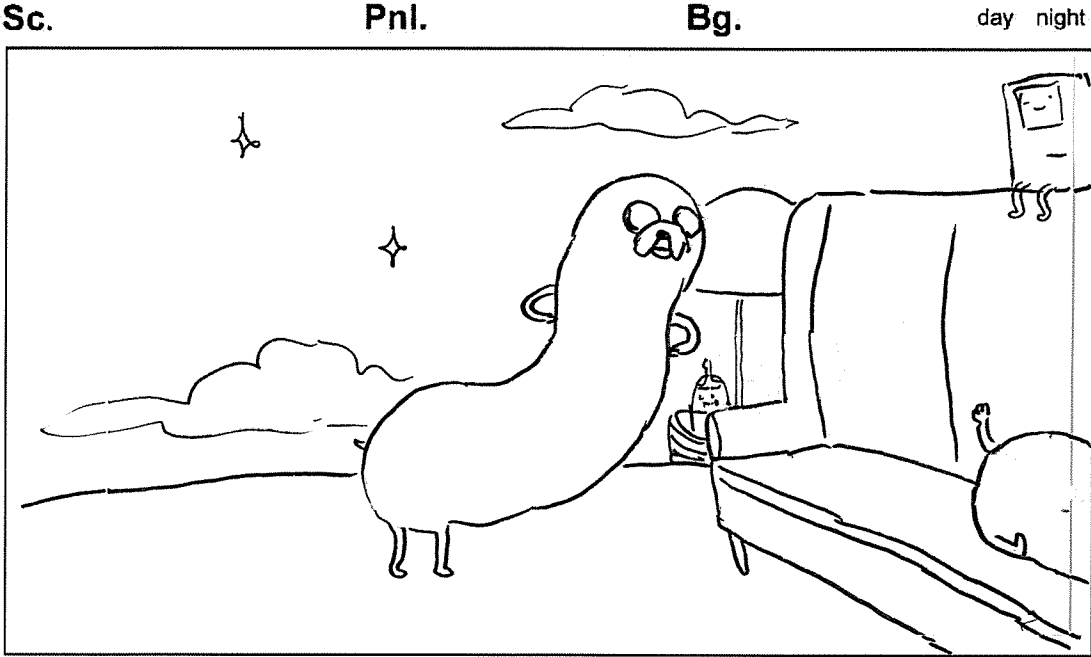
Dialog:	Walla: everyone laughs*	(still laughing) CINN: FINN.. YOU ALWAYS FOCUS AN ENDLESS AMOUNT OF ENERGY ON EVERYTHING YOU DO!!
Action:		
Timing:		

EPISODE # 100233

Production :



ADVENTURE TIME



Dialog:	J: WHAT ABOUT ME?	J: WHAT DO I FOCUS MY ENERGY ON, CINNAMON BUN?
Action:		
Timing:		

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Production :



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# ADVENTURE TIME



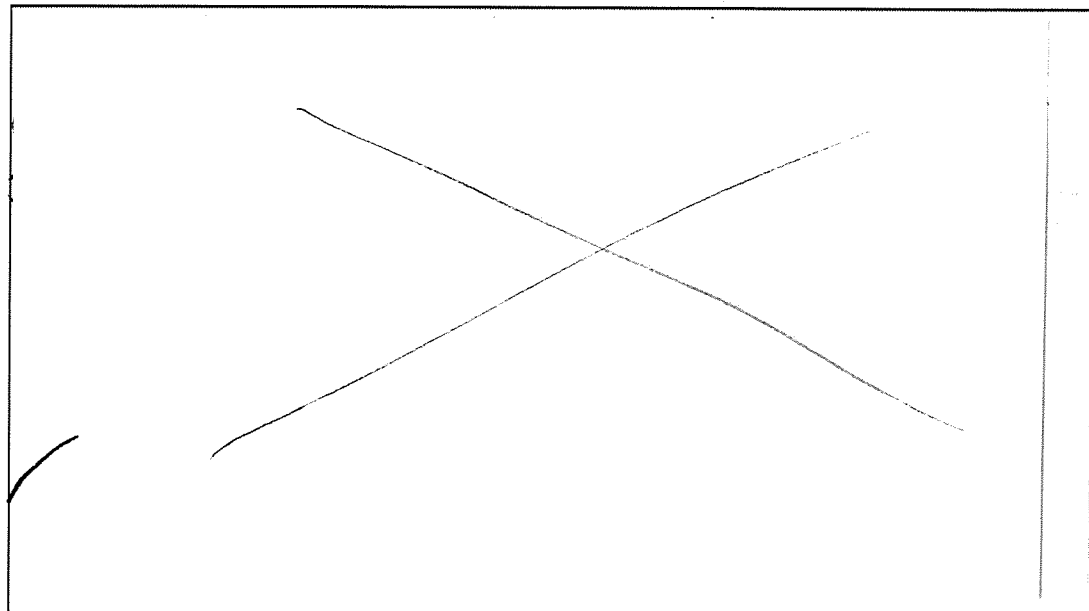
Page 15

Sc. 13

Pnl. A

Bg.

day night

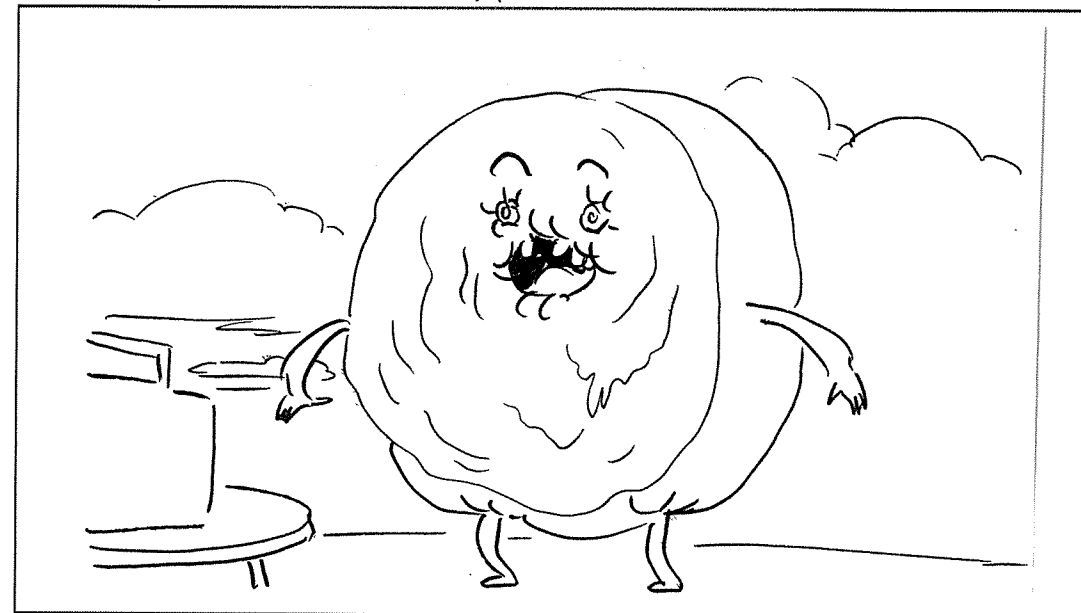


Sc. 14

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

CINN) HAHA!  
UHH...

Production :

EPISODE #

100233



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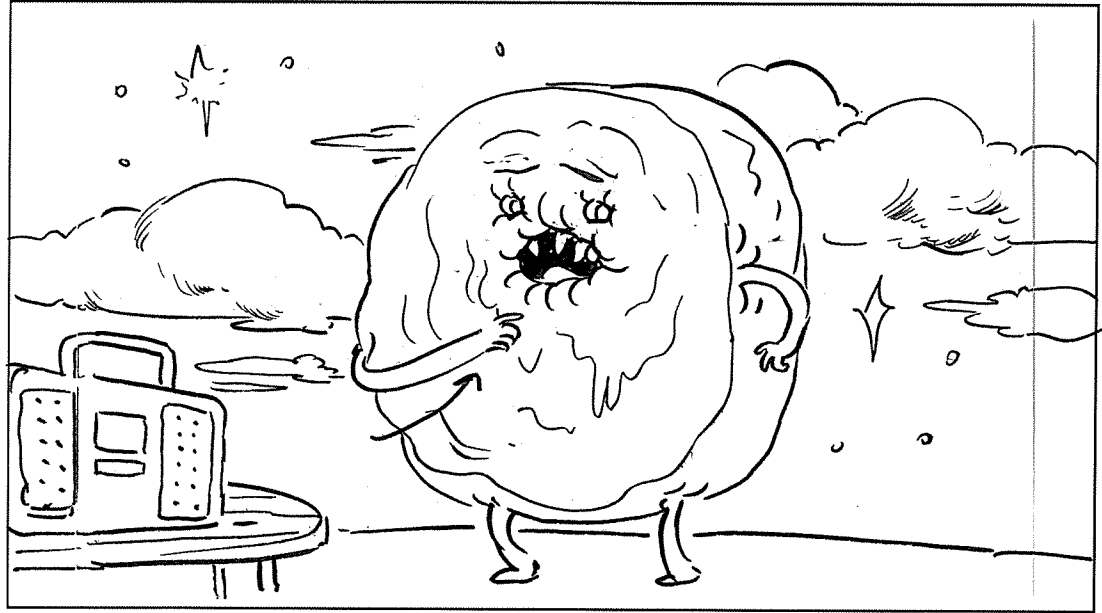
Page 16

Sc. 14

Pnl. B

Bg.

day night

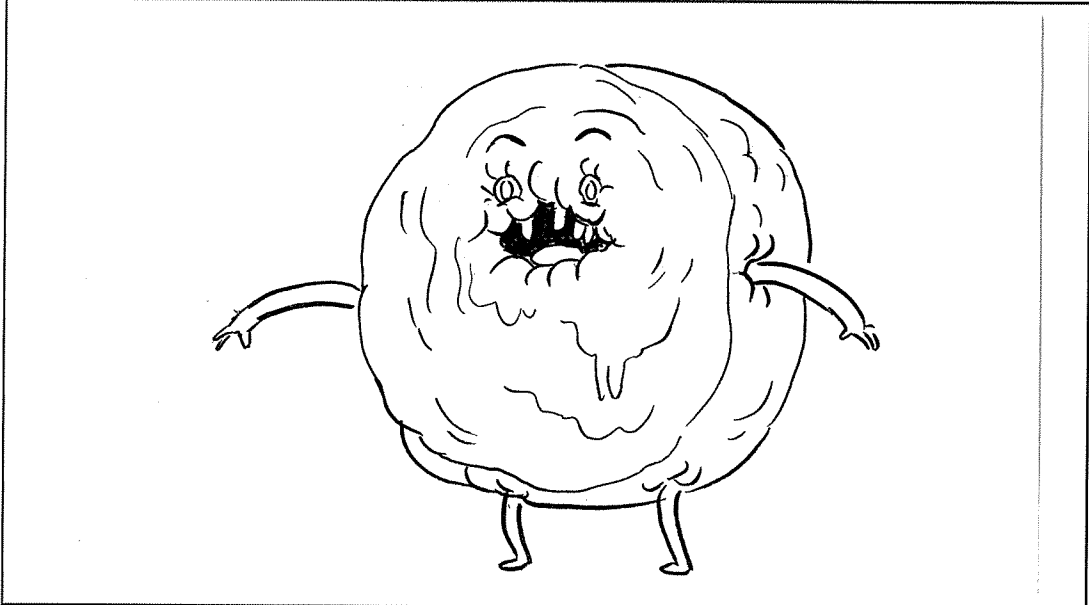


Sc. 14

Pnl. C

Bg.

day night



Dialog:

(INN) ...

Action:

Timing:

(INN)

JAKE YOU DONT REALLY  
FOCUS AT ALL.

100233

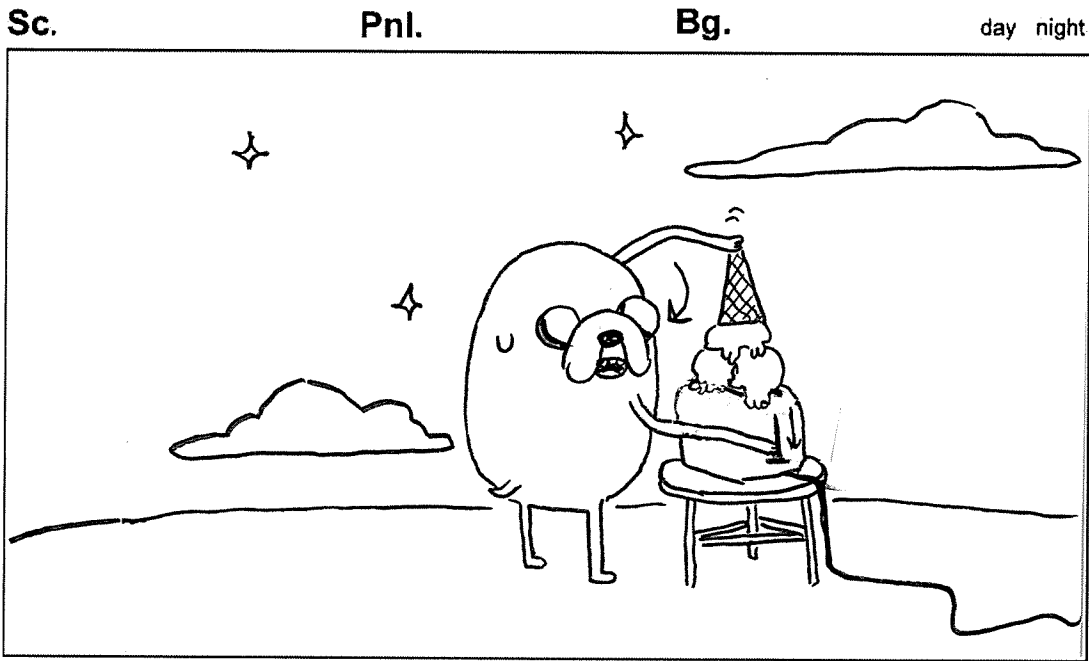
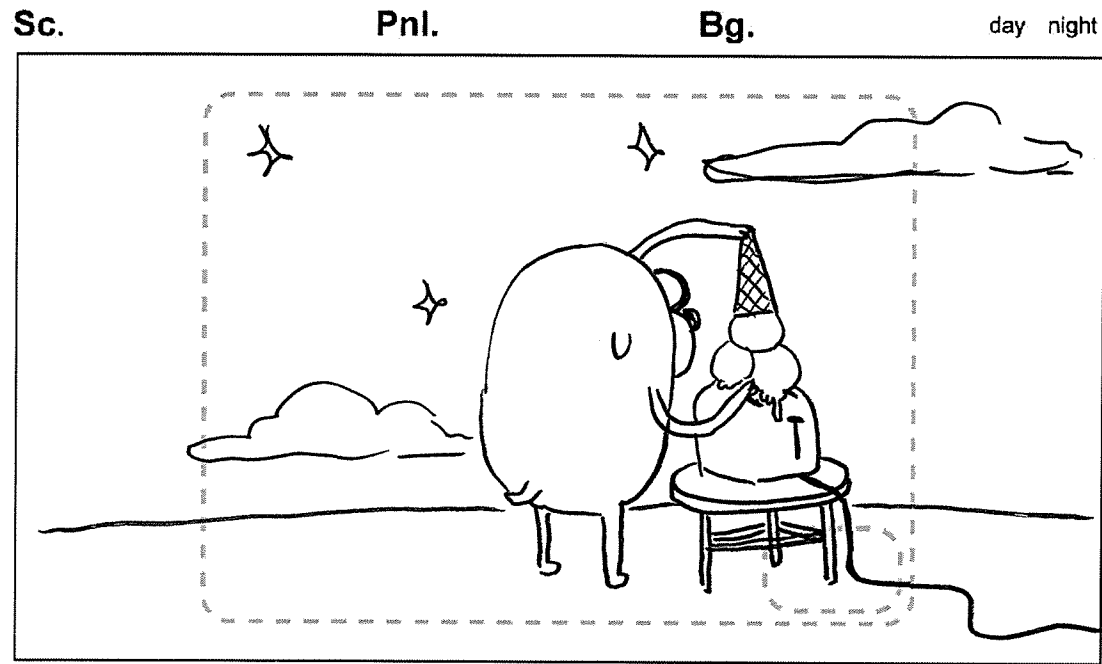
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	J: WHAT?
Action:	JAKE PUSHES CONE & ICECREAM INTO TOASTE. ALSO PUSHES DOWN TOASTER LEVER.
Timing:	

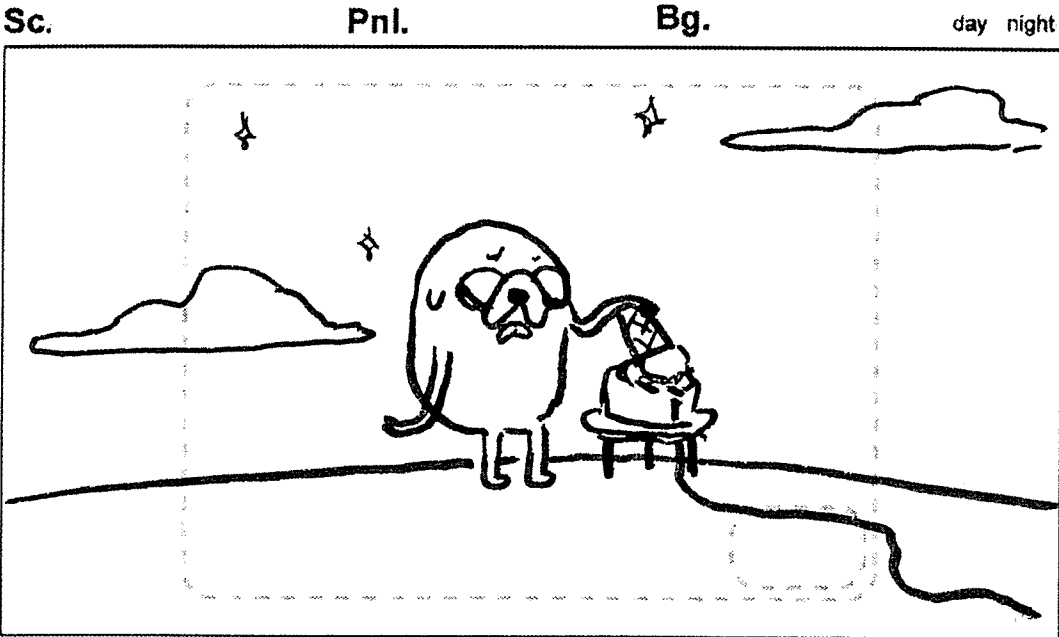
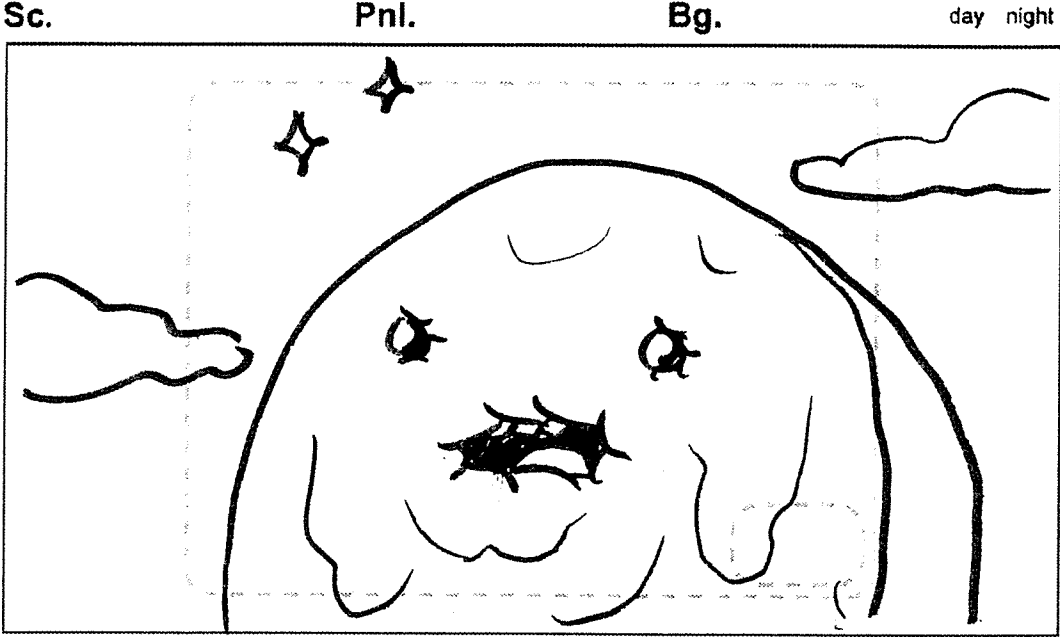
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Production :



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ADVENTURE TIME



Dialog:	CINN: I SAID YOU DON'T FOCUS AT ALL.	J: I FOCUS! WHAT DO YOU THINK
Action:		
Timing:		

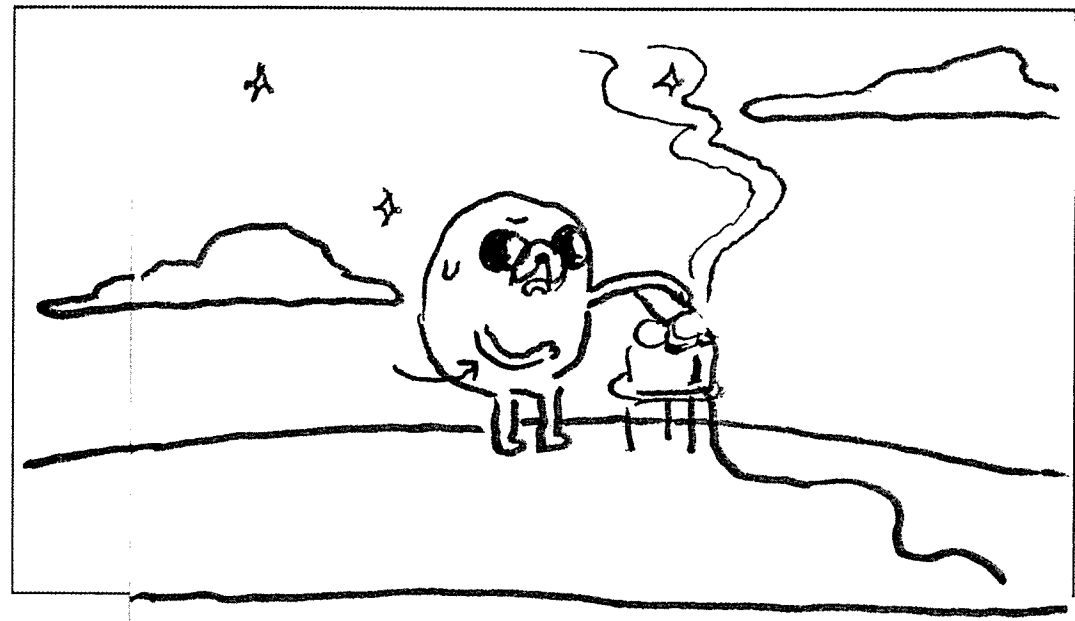
EPISODE # 100233  
Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

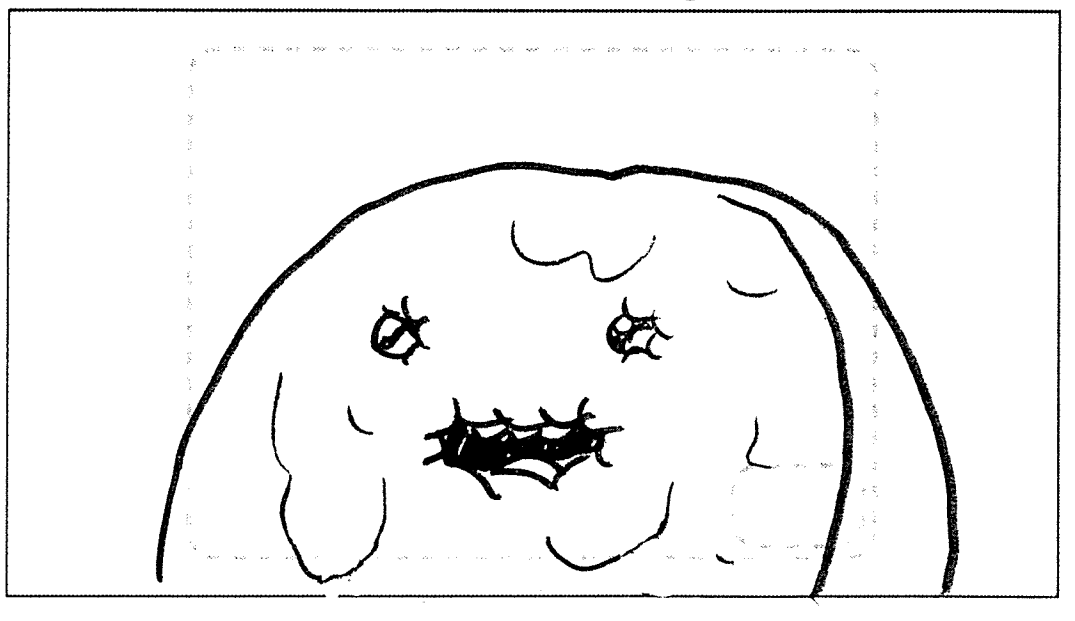


Dialog:  
J: THIS is?

Action:

Timing:

Sc. Pnl. Bg. day night



CINN: YOU'RE SLAMMIN  
ICE CREAM IN THAT TOASTER.

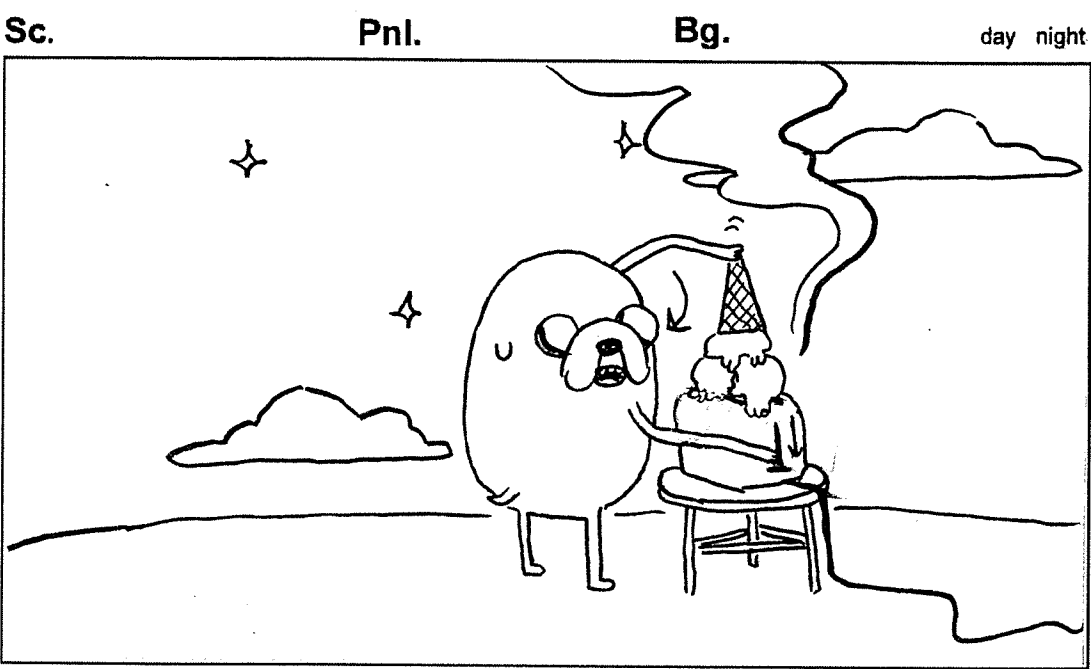
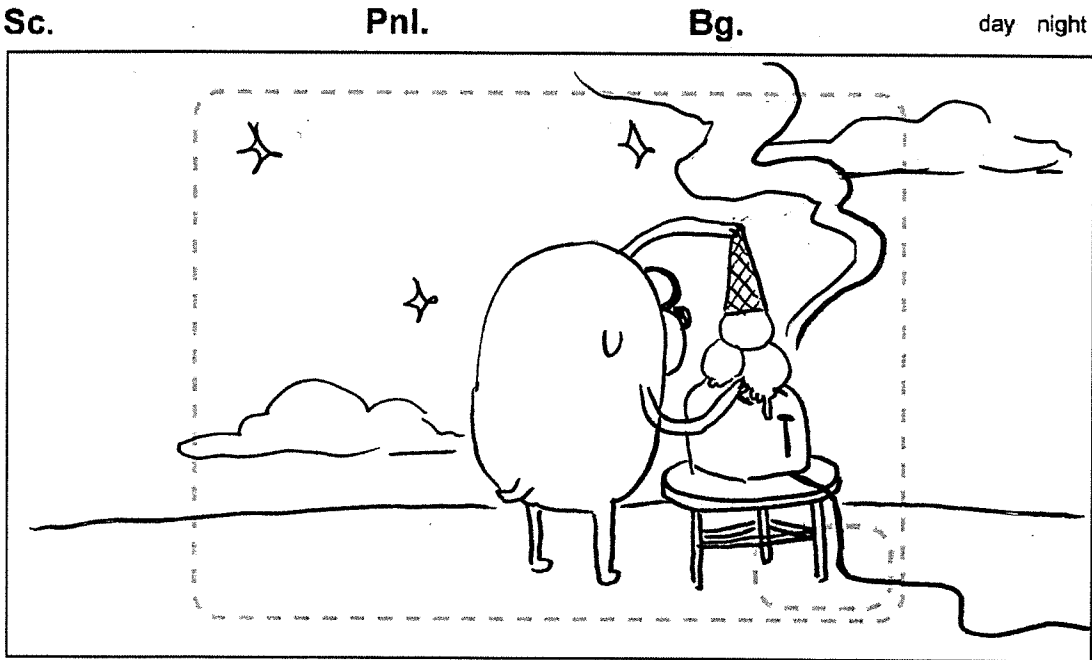
100233  
EPISODE #  
Production :

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ADVENTURE TIME



Dialog:	J: huh? oh I'm sorry CINNAMON BUN WHERE YOU ASKIN ME SOMETHIN?
Action:	JAKE PUSHES CONE & ICECREAM INTO TOASTER. ALSO PUSHES DOWN TOASTER LEVER.
Timing:	

100233  
EPISODE #  
Production :



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# ADVENTURE TIME



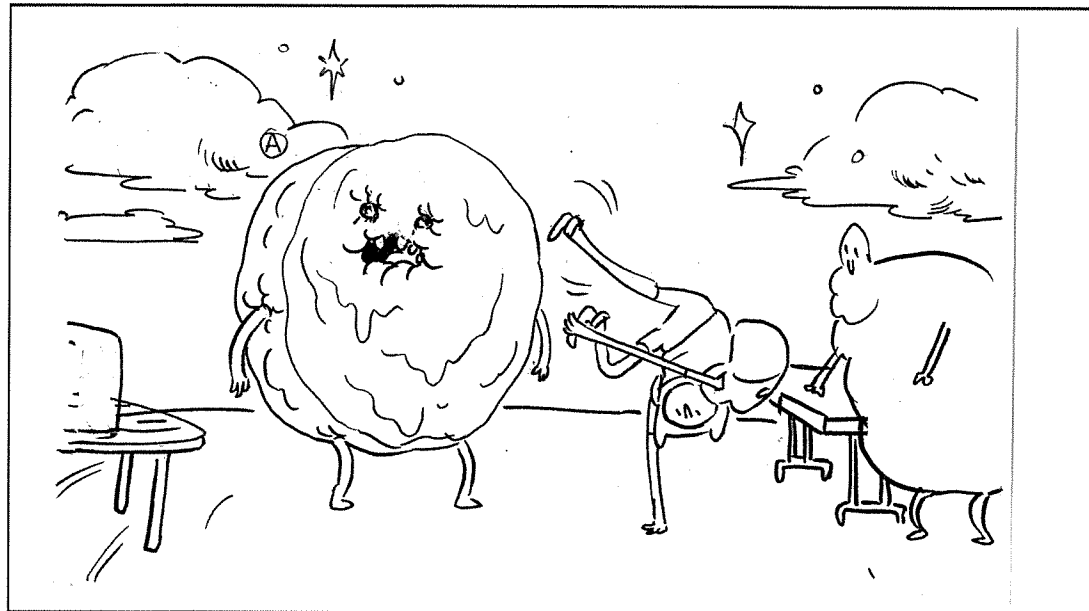
Page 20

Sc. 17

Pnl. A

Bg.

day night

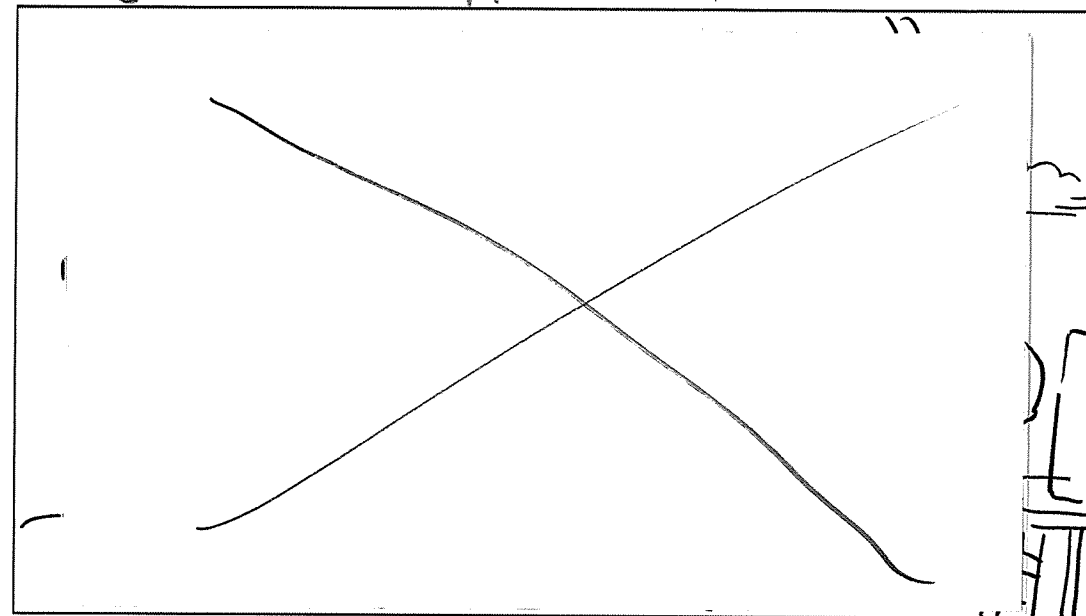


Sc. 18

Pnl. A

Bg.

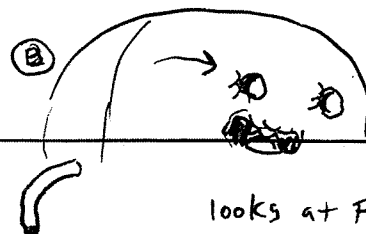
day night



Dialog:

CINN: UHH..HEY FINN! DO ANOTHER FLIP!!!

Action:



Timing:

looks at Finn

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Production :



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# ADVENTURE TIME



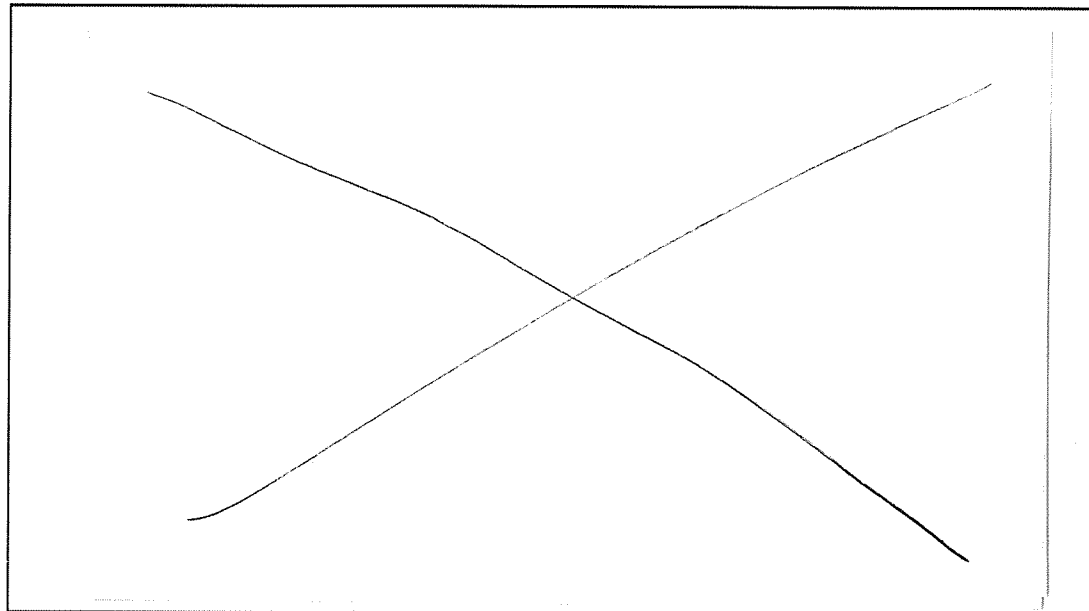
Page 21

Sc. 18

Pnl. B

Bg.

day night

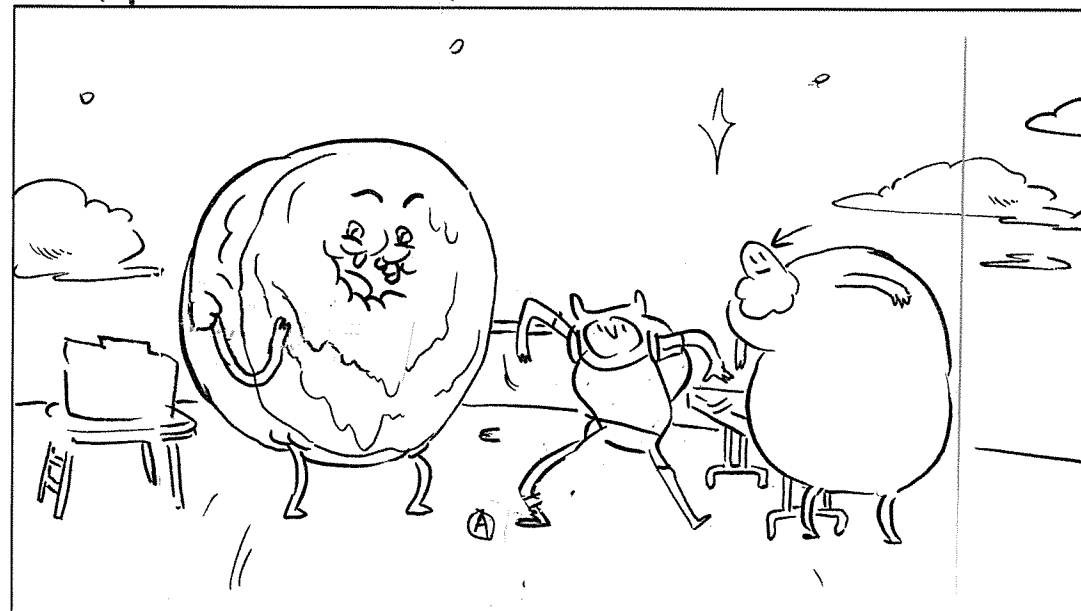


Sc. 19

Pnl. A

Bg.

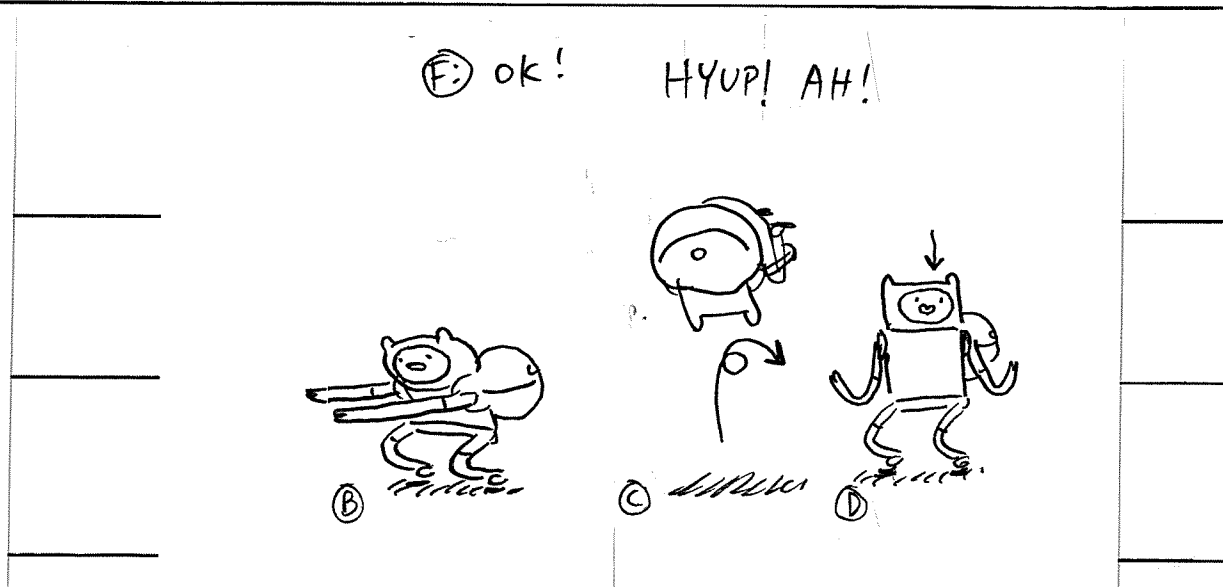
day night



Dial

Act

Tim



EPISODE # 100233

Production :



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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:  
CINN: FEE E HANA!!

Action:

Timing:

EPISODE # 100233  
Production :



# ADVENTURE TIME



Page 22

Sc. 20

Pnl. A

Bg.

day night

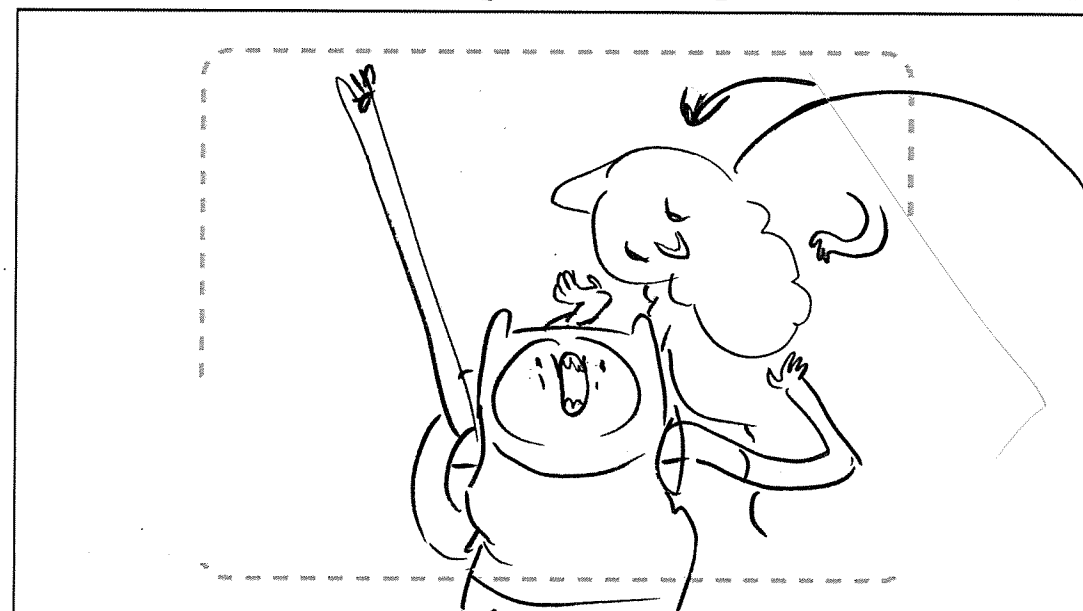


Sc. 20

Pnl. B

Bg.

day night



Dialog:

CINN(OS) HA HAAA!!!  
YOU'RE A DYNAMO FINN!

F) YEAH!

Action:

Timing:

EPISODE # 100233

Production :



# ADVENTURE TIME



Page 23

Sc. 20

Pnl. C

Bg.

day night



Sc. 20

Pnl. D

Bg.

day night



Dialog:

F) I NEVER SLOW DOWN!

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



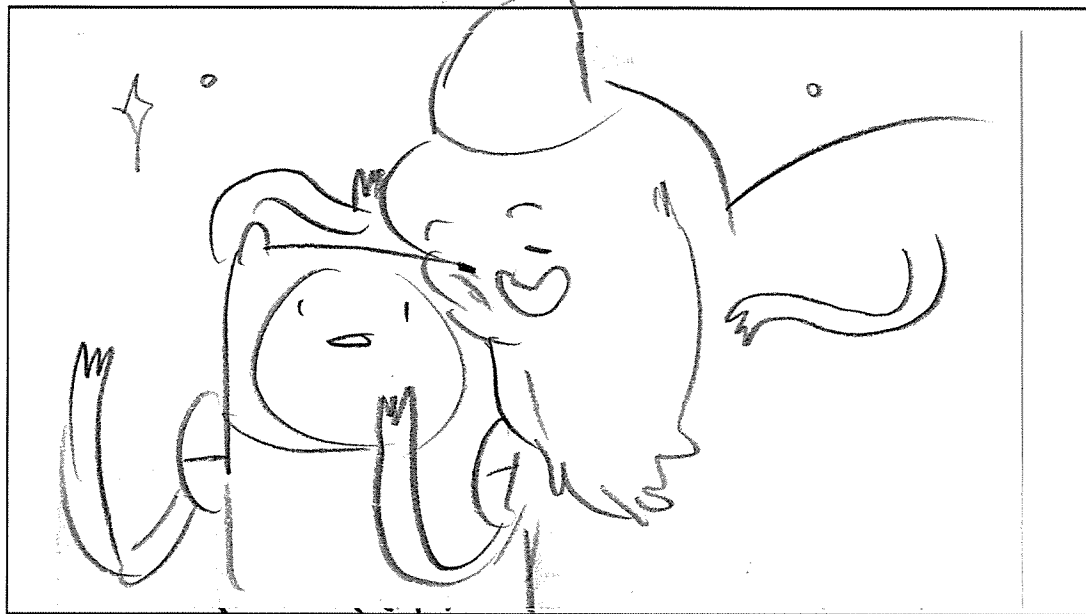
Page 24

Sc. 21

Pnl. A

Bg.

day night



Sc. 21

Pnl. B

Bg.

day night



Dialog:

Gnome; NEVER SLOW DOWN?

Action:

Timing:

100233

EPISODE #

Production :

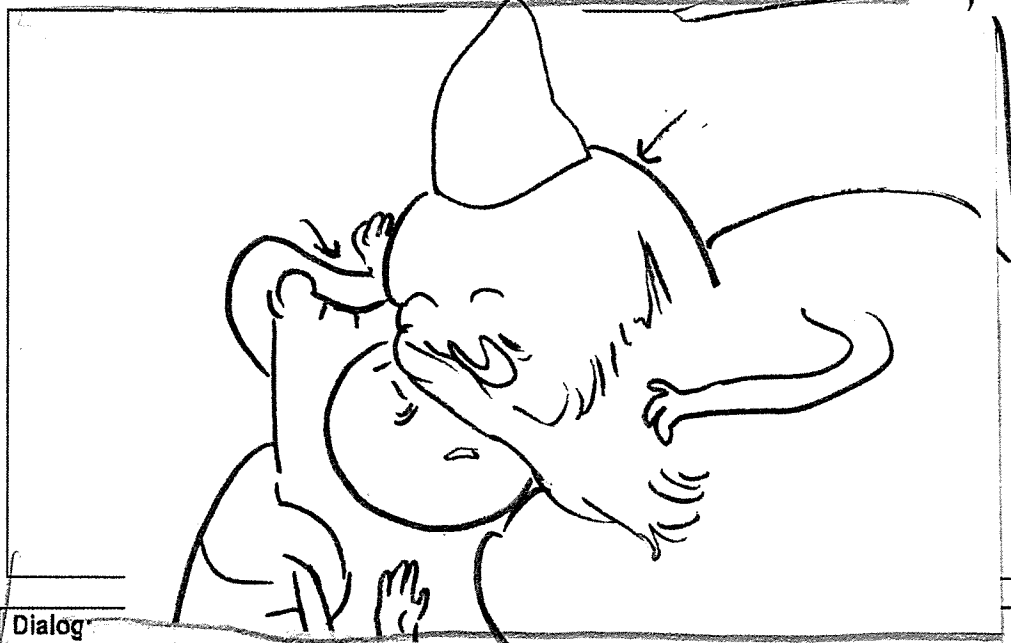


ADVENTURE

Page 25

Sc. 21

Pnl. C



Dialog:

Action:

Timing:

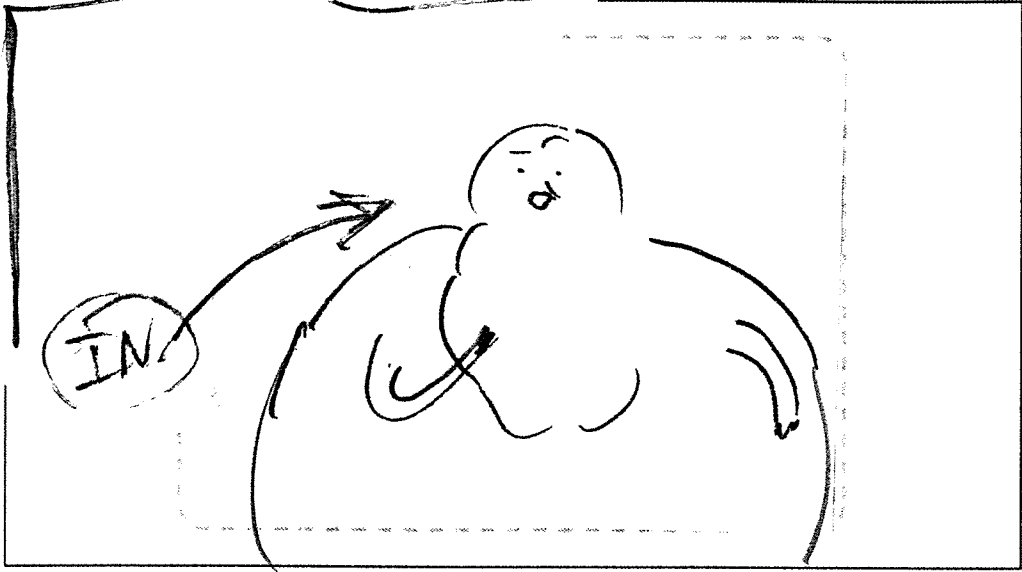
F) WOAH  
DUDE,  
CAN YOU GET  
OFFA ME?

22

A

Bg.

day night



SO LIKE...  
YOUR ENERGY COULD BE  
USED TO POWER  
A HUGE MACHINE?

100233

EPISODE #

Production :



ADVENTURE TIME

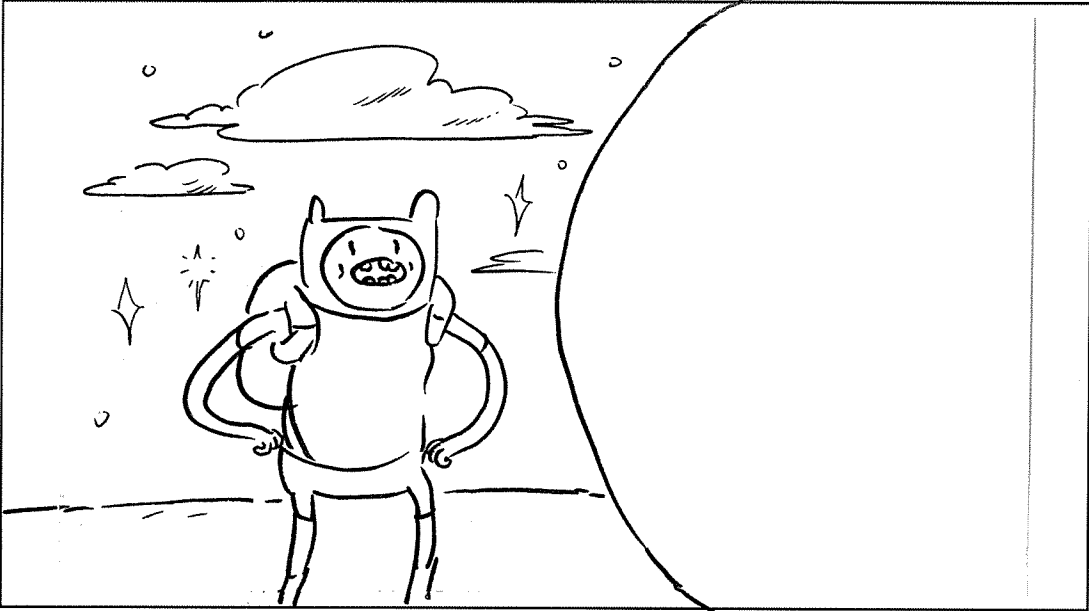


Sc. 23

Pnl. A

Bg.

day night



Sc. 24

Pnl. A

Bg.

day night



Dialog:

F) I GUESS SO, MAN! I'M FULL OF IT.

GNUME) GOOD ... GOOOOD ...

Action:

Timing:

100233

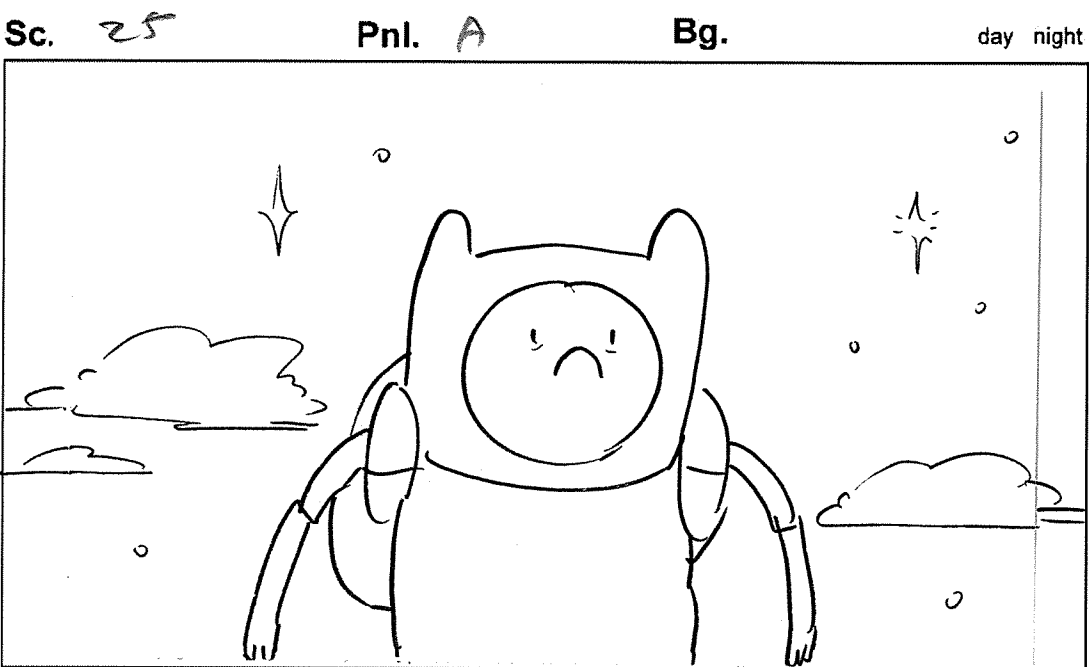
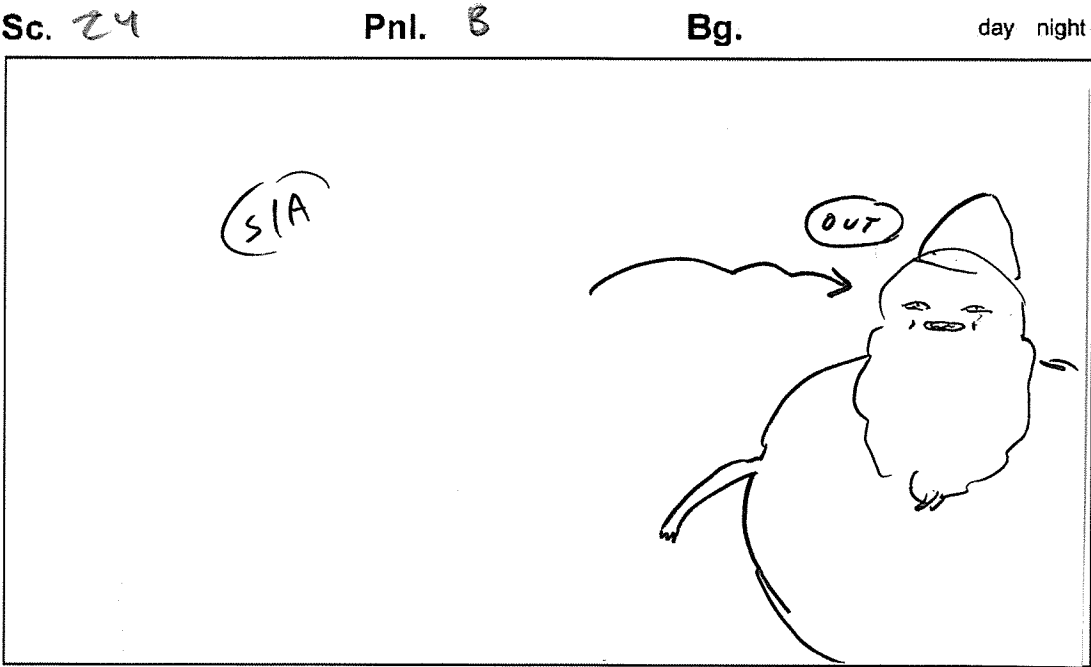
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	Gnome)      G O O O D . . . .	F)      . . .
Action:	Gnome BACKS OUT OF SHOT	
Timing:		

EPISODE # 100233

Production :



# ADVENTURE TIME



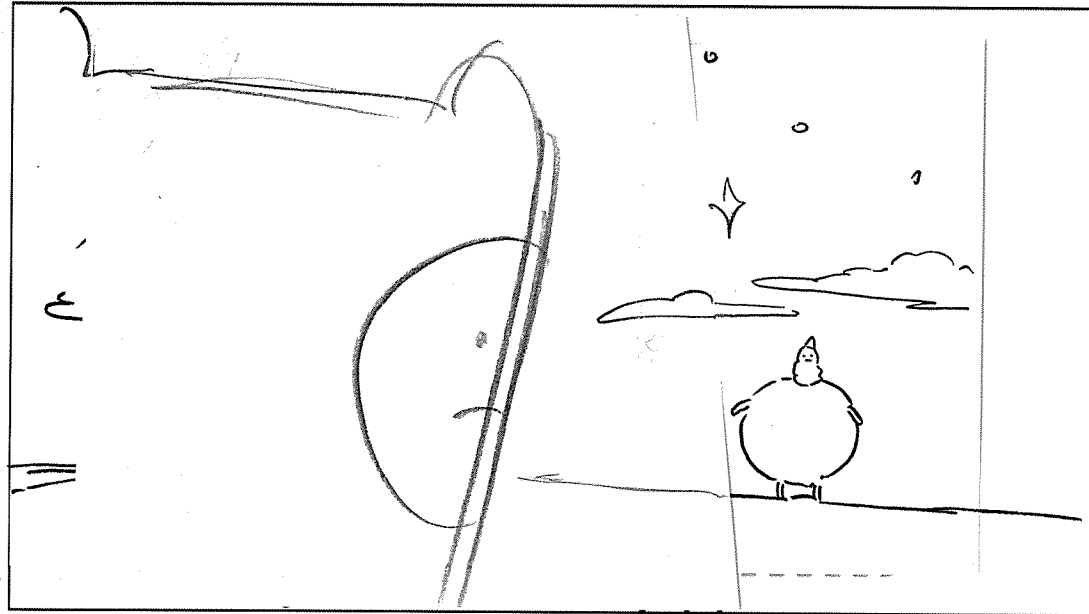
Page 28

Sc. 26

Pnl. A

Bg.

day night

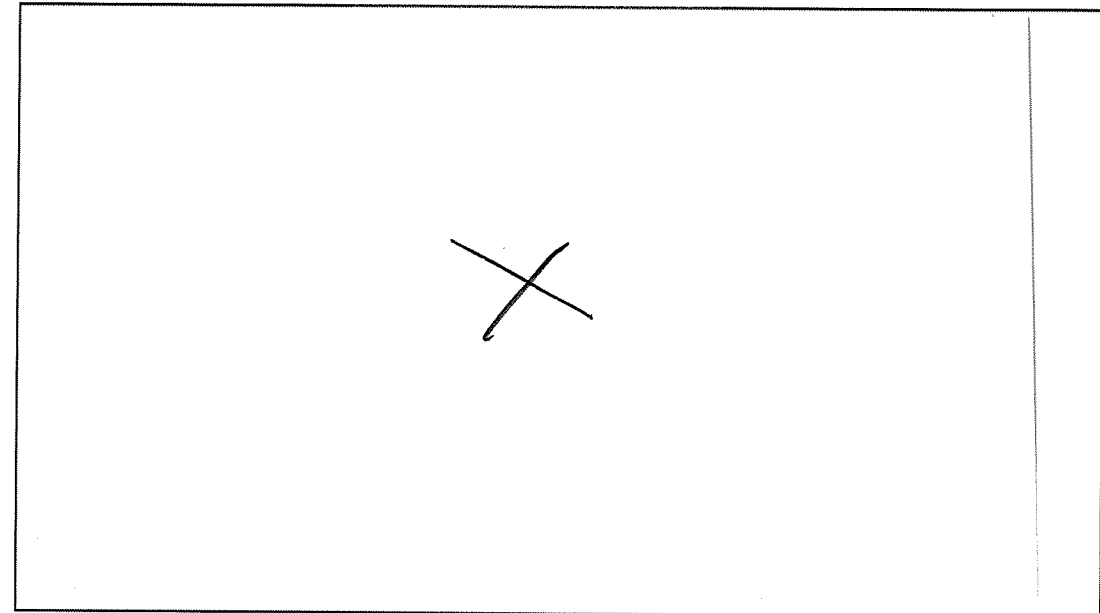


Sc. 27

Pnl.

Bg.

day night



Dialog:

Action:

- BEAT -

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc. 26	Pnl. 6	Bg.	day	night

Dialog:	F) HEY JAKE!
Action:	(EVERYBODY'S DANCING)
Timing:	

Production : 100233



ADVENTURE TIME

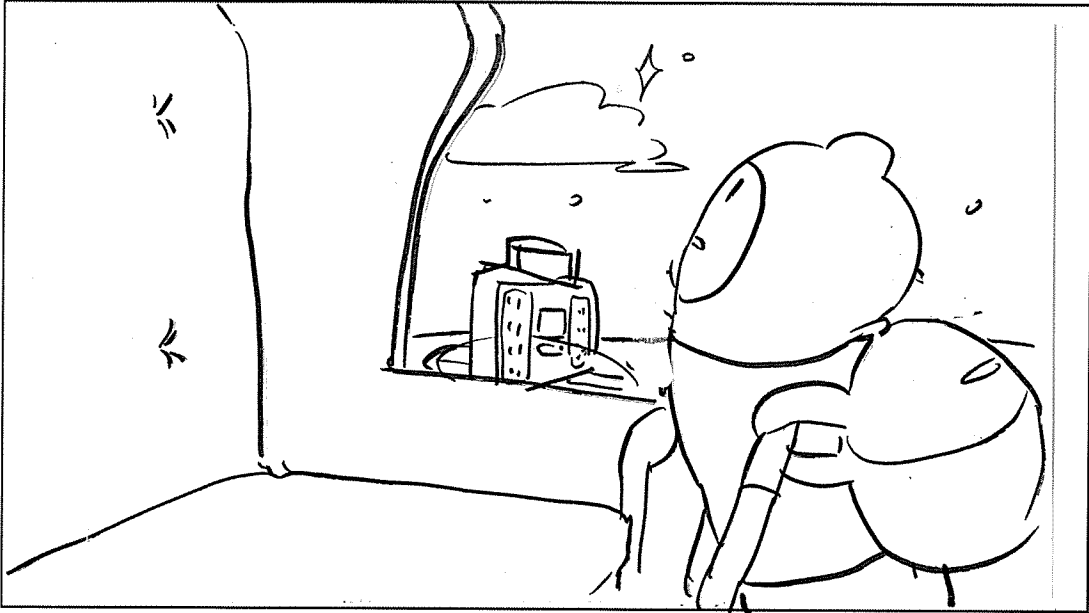


Sc. 27

Pnl. A

Bg.

day night

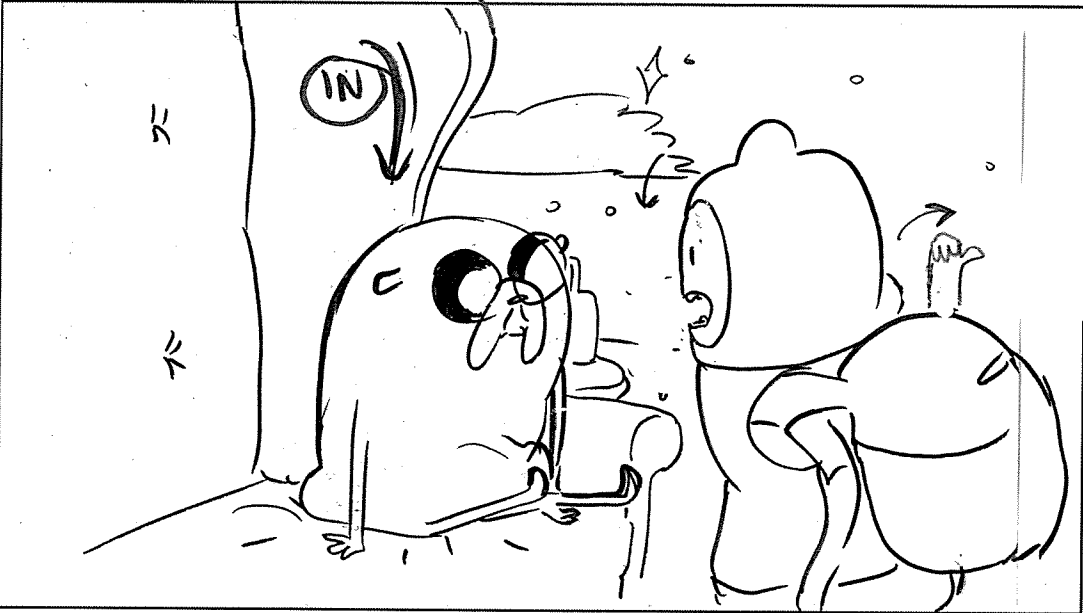


Sc. 27

Pnl. B

Bg.

day night



Dialog:

F) YOUR FRIEND IS SUPER WEIRD, DUDE.

Action:

JAKE JUMPS DOWN ONTO THE COUCH

Timing:

EPISODE #

100233

Production :

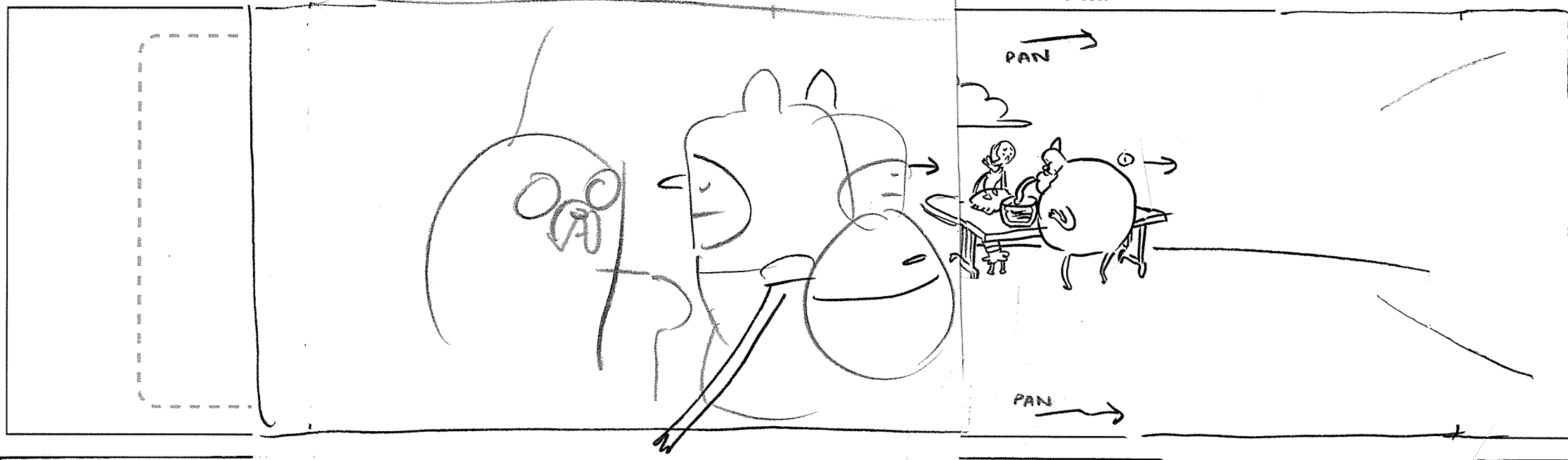


ADVENTURE TIME



Sc. 27

31



Dialog:

Action:

Timing:

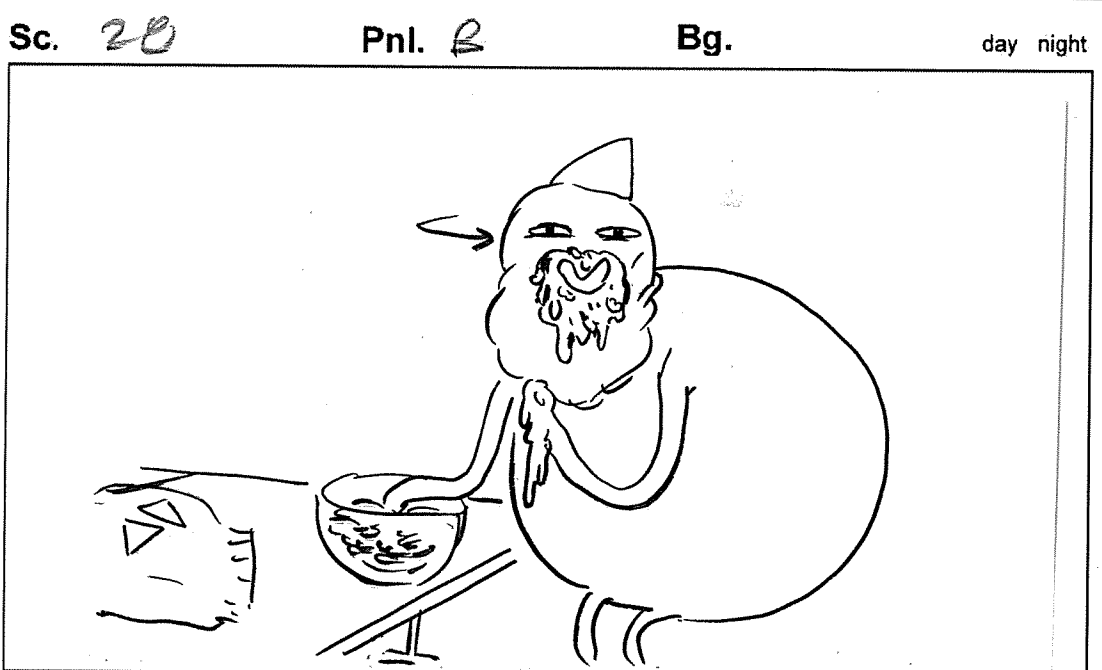
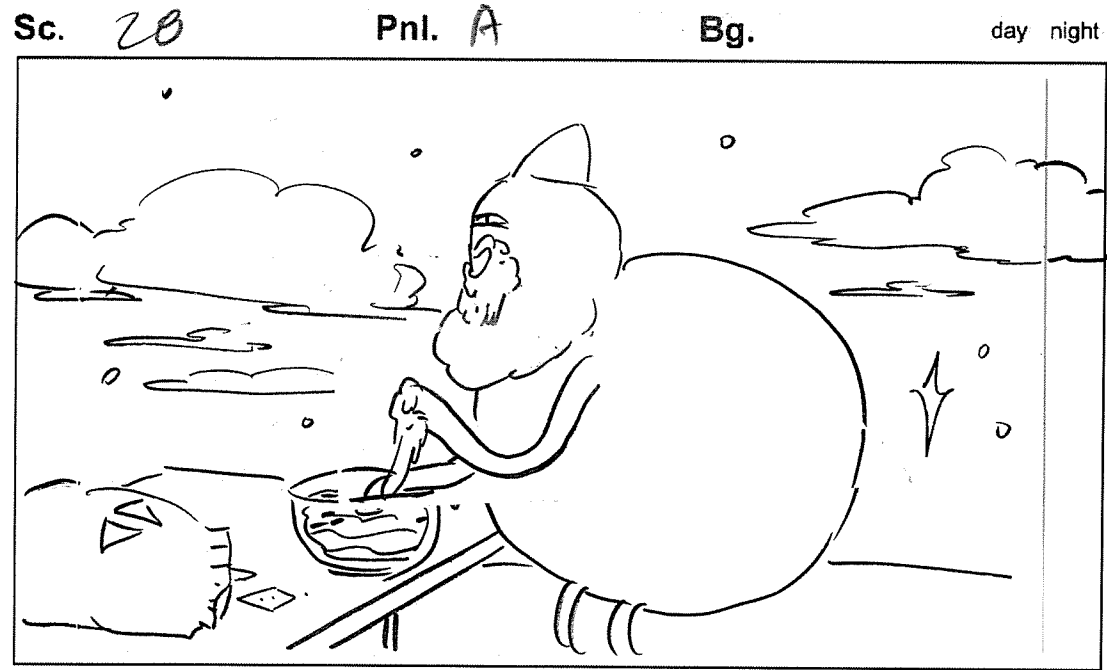


EPISODE # 100233  
Production :



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ADVENTURE TIME



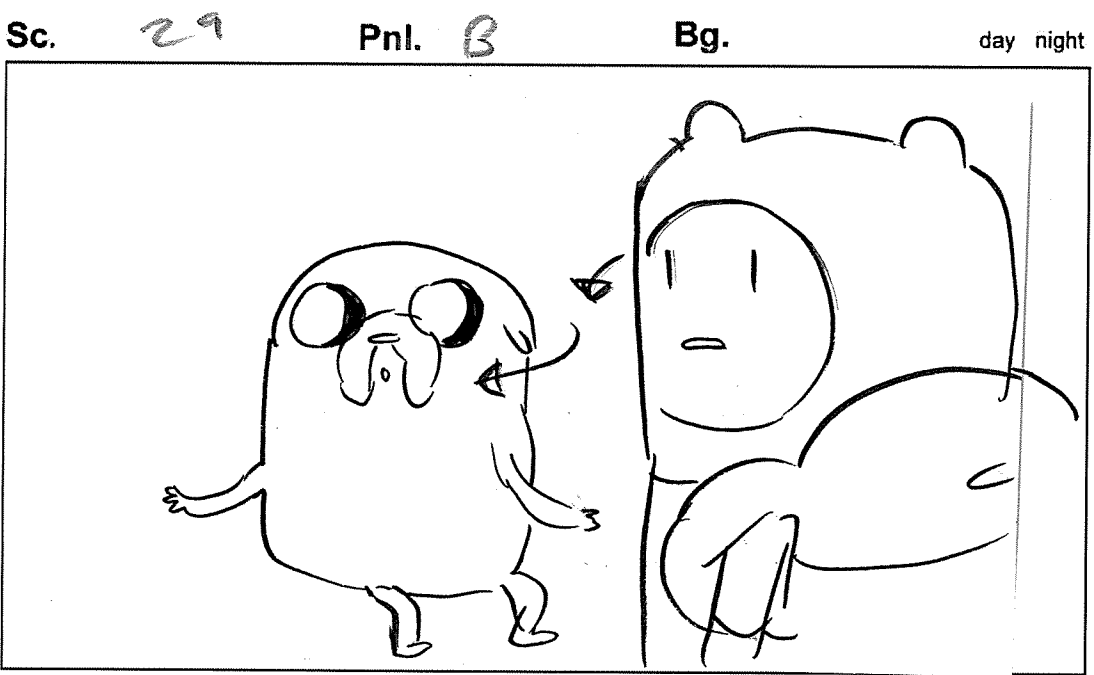
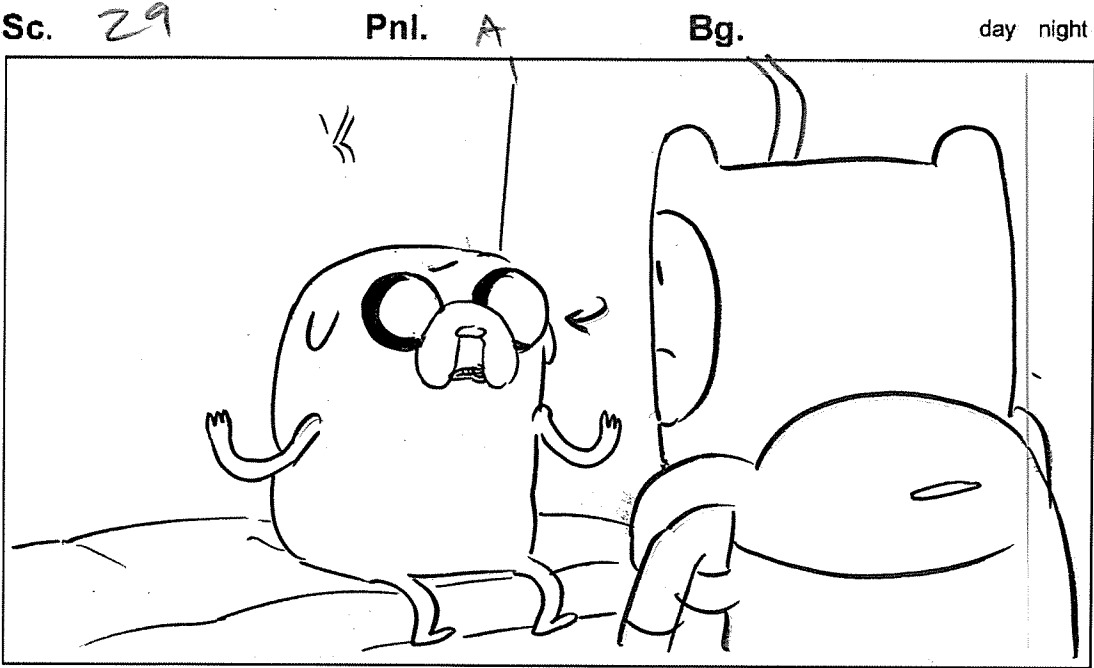
Dialog:
Action: VERY SLOW, CREEPY TURN, FACE COVERED IN BEAN DIP
Timing:

EPISODE # 100233

Production :



ADVENTURE TIME



Dialog:	J) I THOUGHT HE WAS <u>YOUR</u> FRIEND, (ALT) I DON'T KNOW THAT GUY ... (ALT) I'VE NEVER SEEN THAT GUY BEFORE
Action:	
Timing:	

PB)(O.S.) IT'S STARTING, EVERYONE!

EPISODE # 100233

Production :



# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
						A			
					PB) THE CELESTIAL ALIGNMENT!				

Production : 100233 EPISODE #



# ADVENTURE TIME



Page 35

Sc. 31

Pnl. A

Bg.

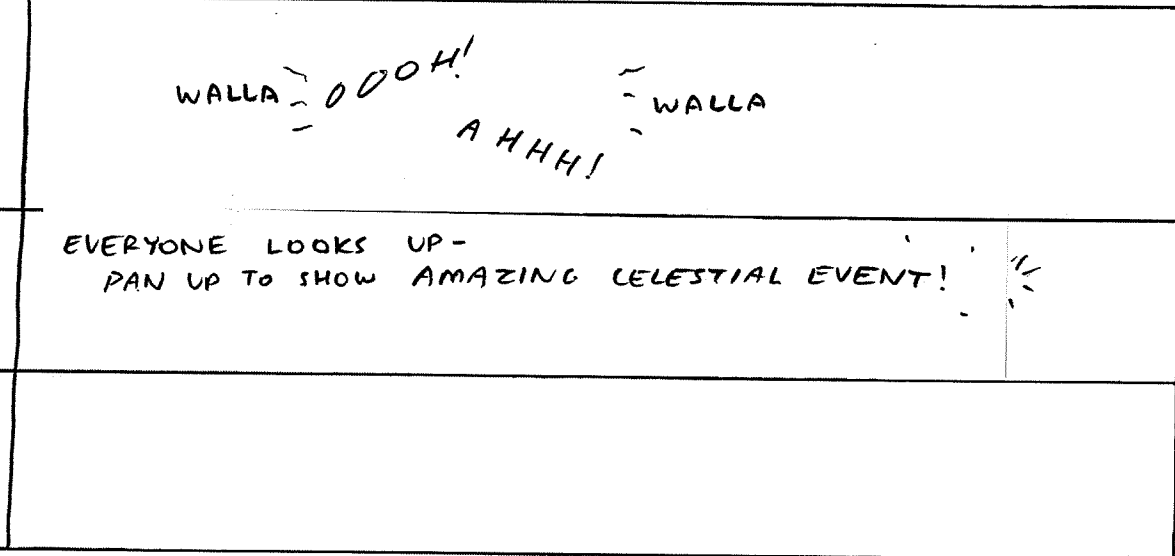
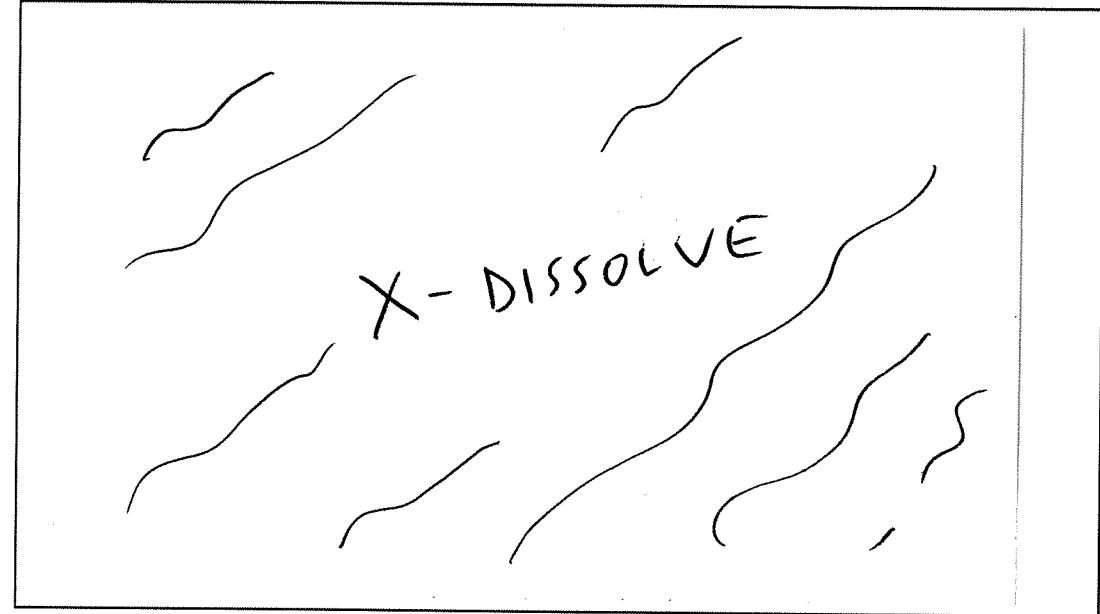
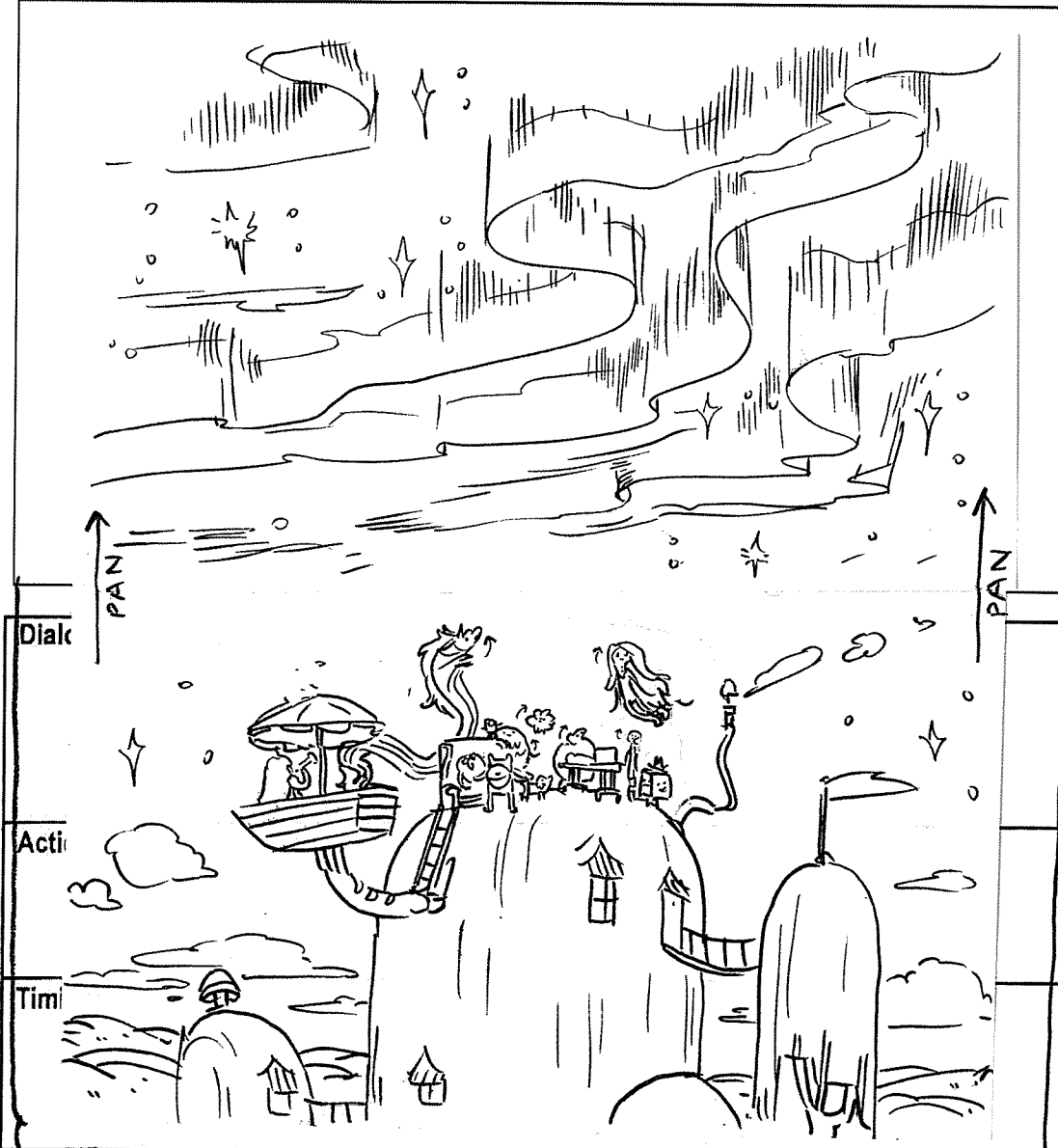
day night

Sc. 31

Pnl. B

Bg.

day night



EPISODE # 100233

Production :



# ADVENTURE TIME



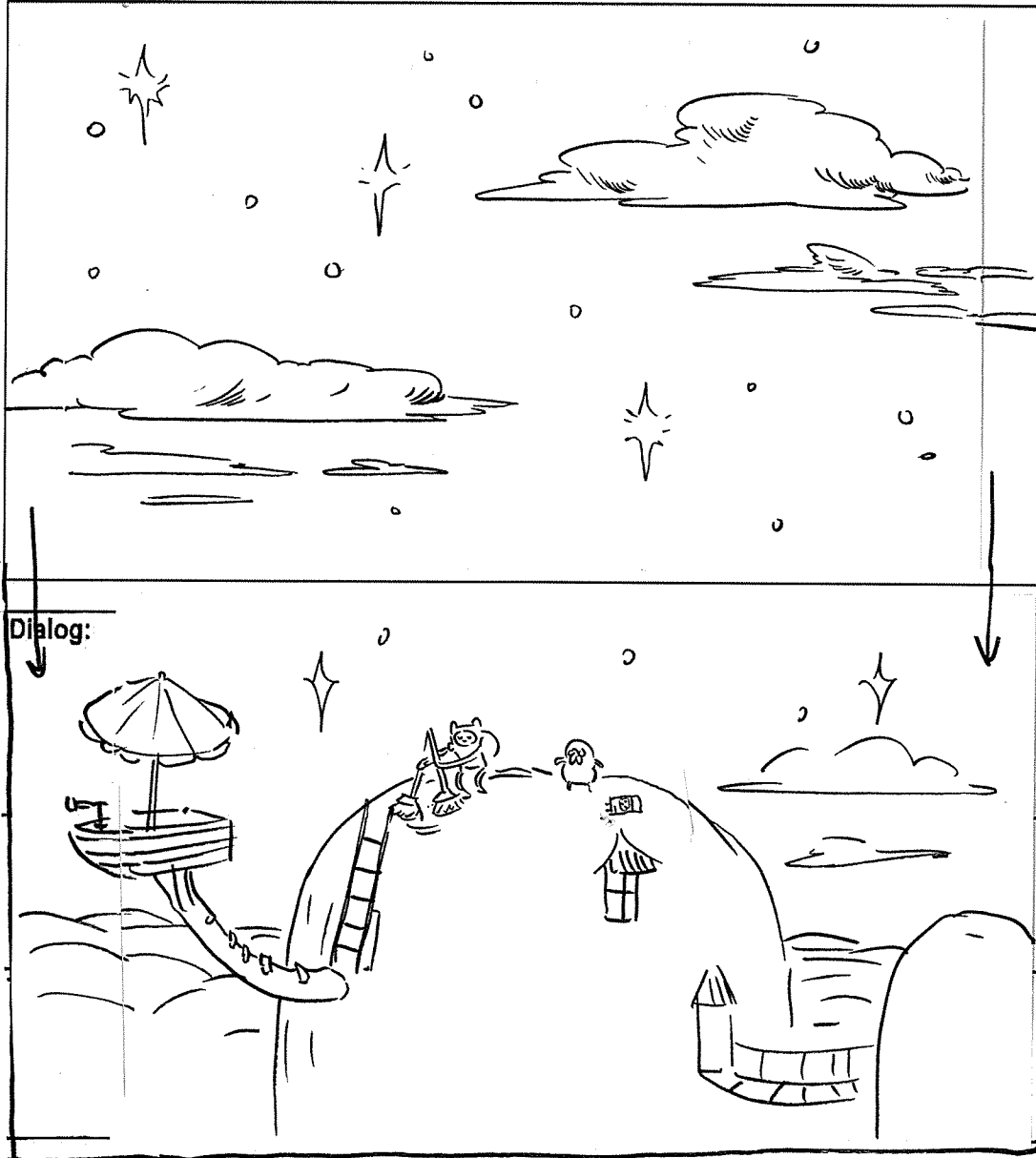
Page 36

Sc. 40

Pnl. A

Bg.

day night

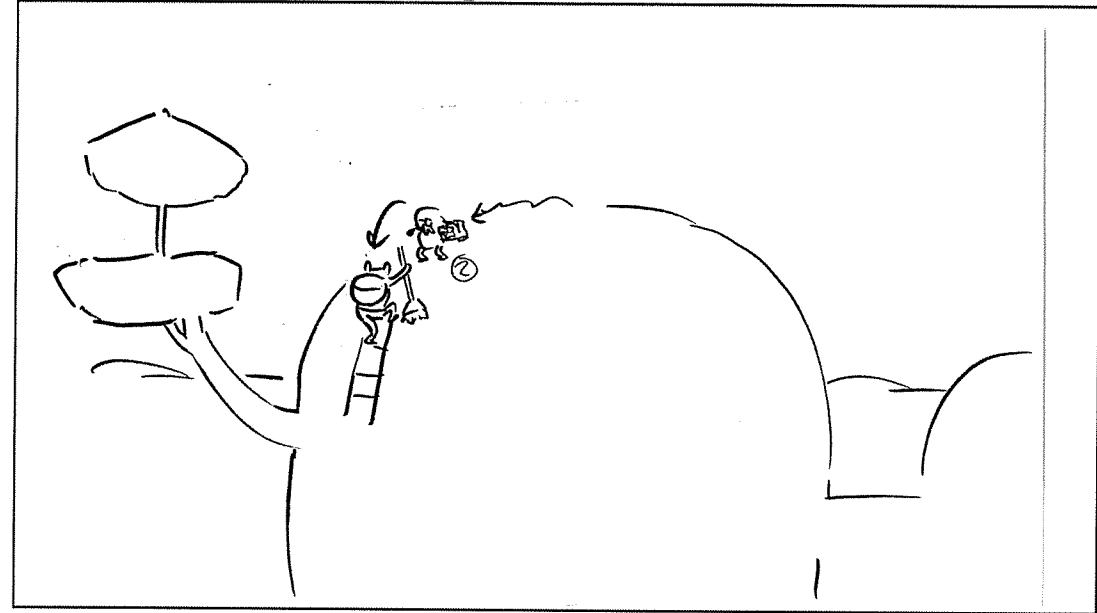


Sc. 40

Pnl. B

Bg.

day night



PAN BACK DOWN - THE PARTY'S OVER, BEEMO IS ASLEEP,  
FINN'S SWEEPING THE ROOF A LITTLE, JAKE PICKS UP BEEMO,  
F & J MOVE TO CLIMB DOWN LADDER & GO INSIDE



EPISODE # 100233

Production :



# ADVENTURE TIME



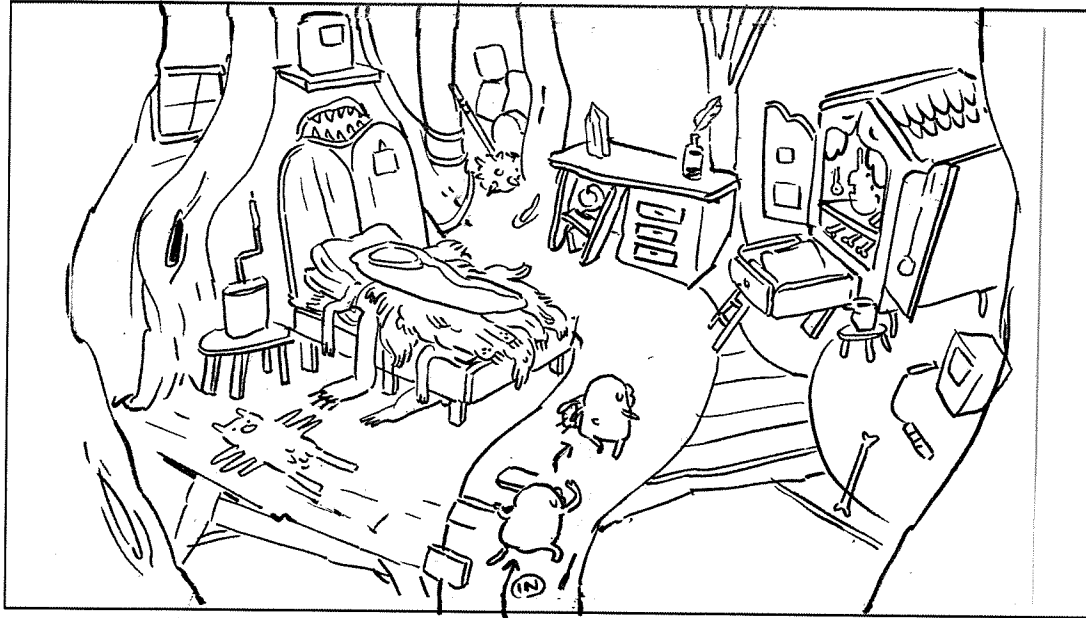
Page 37

Sc. 41

Pnl. A

Bg.

day night

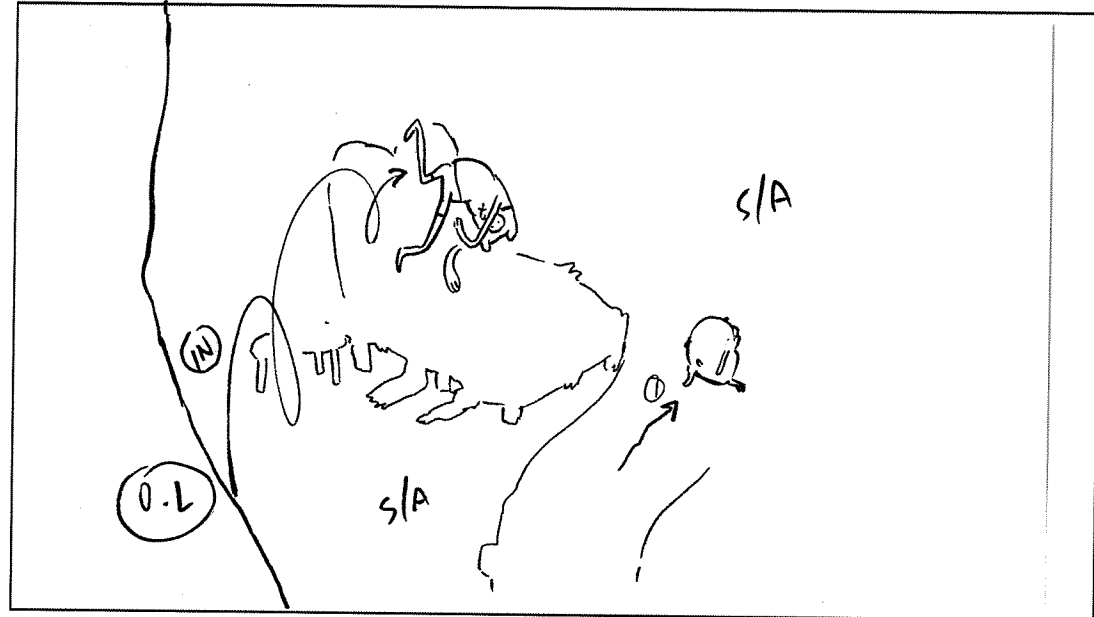


Sc. 41

Pnl. B

Bg.

day night



Dialog:

Action:

JAKE CLIMBS INTO SHOT & WALKS TOWARD BED

FINN DOES HUGE FLIP INTO SHOT TOWARD BED  
JAKE SETS BEEMO DOWN ON FLOOR.

Timing:



EPISODE # 100233

Production :



# ADVENTURE TIME



Page 38

Sc. 92

Pnl. A

Bg.

day night

Sc. 92

Pnl. B

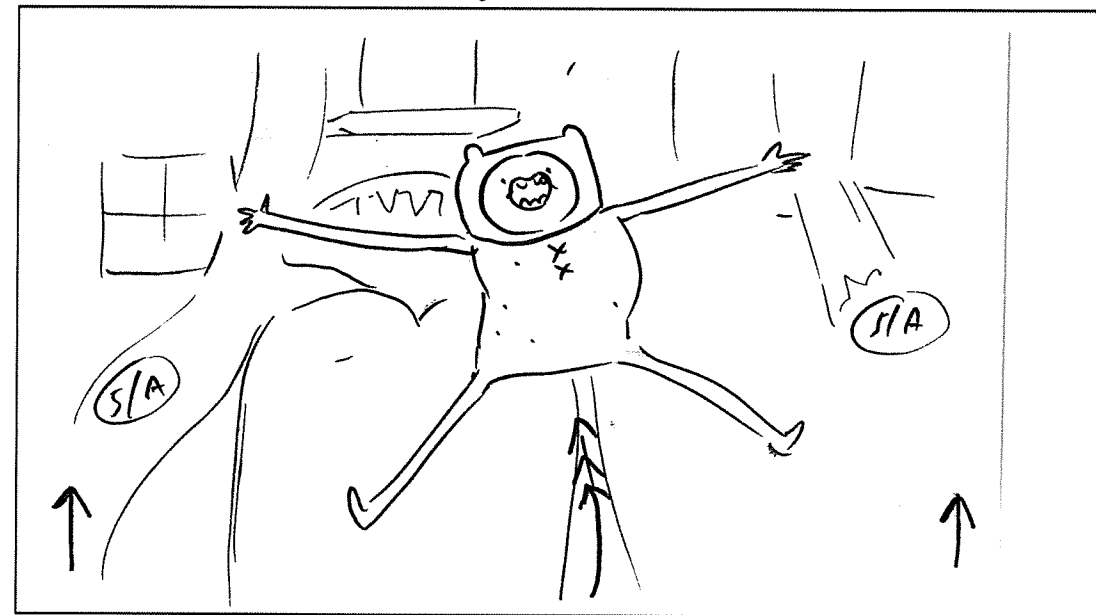
Bg.

day night



Timing:

(F) JAKE!



F) THAT PARTY WAS

— SUPER FUN!

FINN FLIPS INTO SHOT & LANDS ON HIS  
BED, THEN BOUNCES UP—  
PAN W/ FINN'S BOUNCES

EPISODE # 100233

Production :



ADVENTURE TIME



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Sc. 42	Pnl. C	Bg.	day night	Sc. 42	Pnl. D	Bg.	day night

Dialog:	F: (BOUNCING SOUNDS)
Action:	track <sup>FINN</sup> down
Timing:	track Finn up

EPISODE # 100233

Production :



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# ADVENTURE TIME



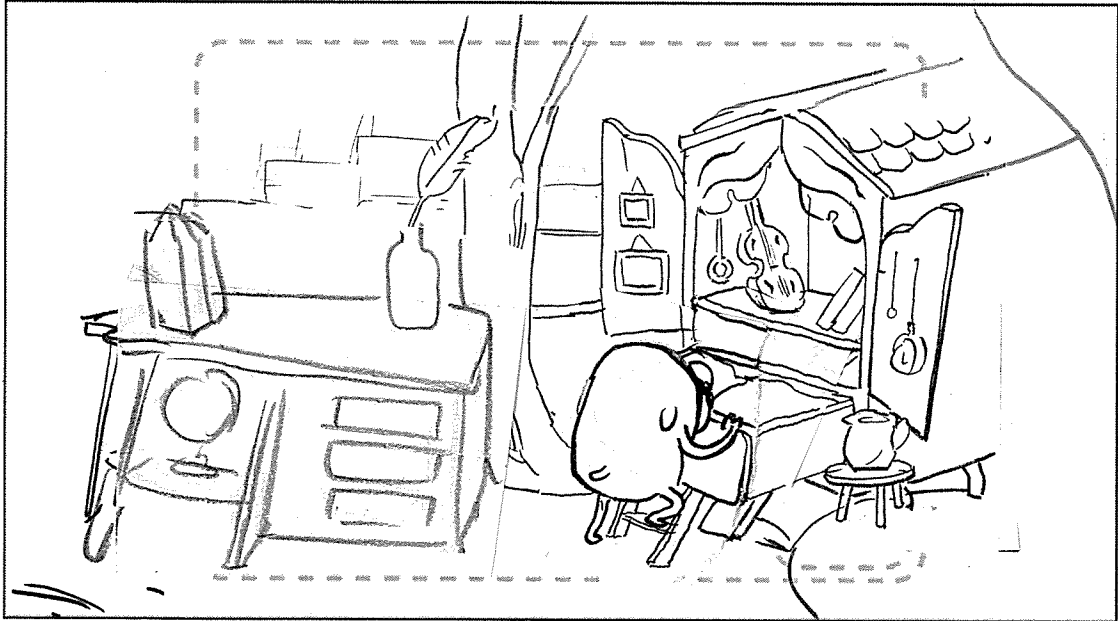
Page 92

Sc. 45

Pnl. A

Bg.

day night

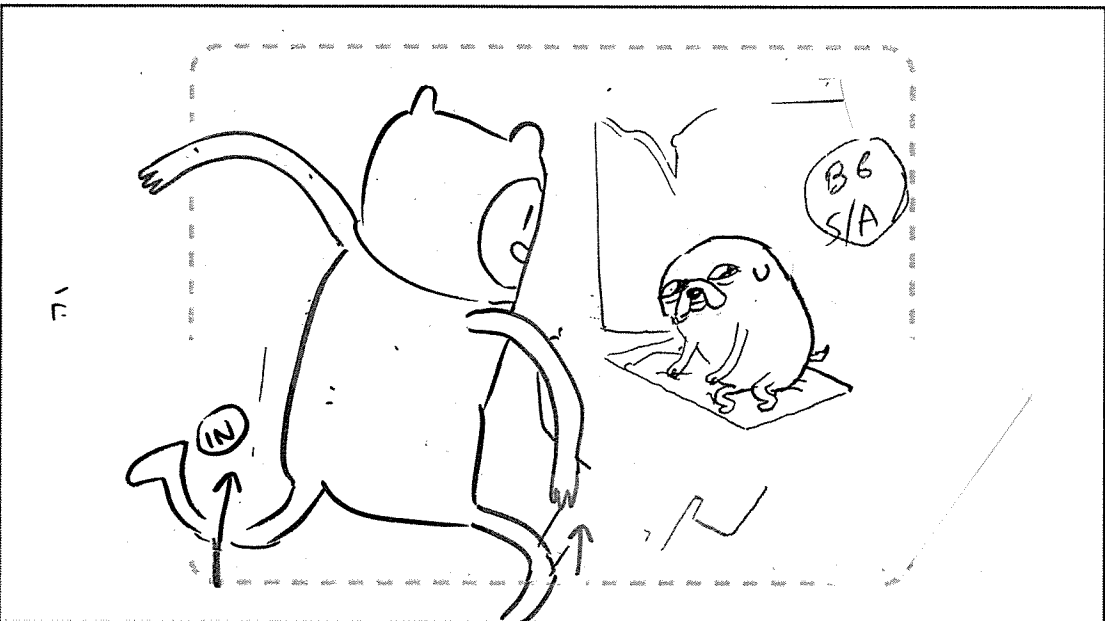


Sc. 45

Pnl. B

Bg.

day night



Dialog:

J: mmm HMM..

Action:

Timing:

J: Man I'm SLEEPY..

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 43

Sc. 45

Pnl. C

Bg.

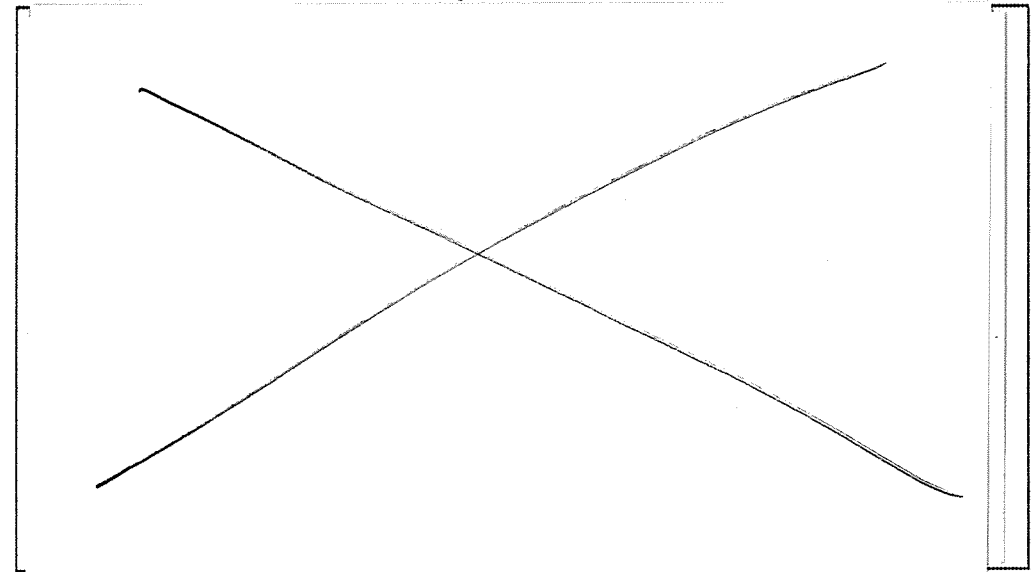
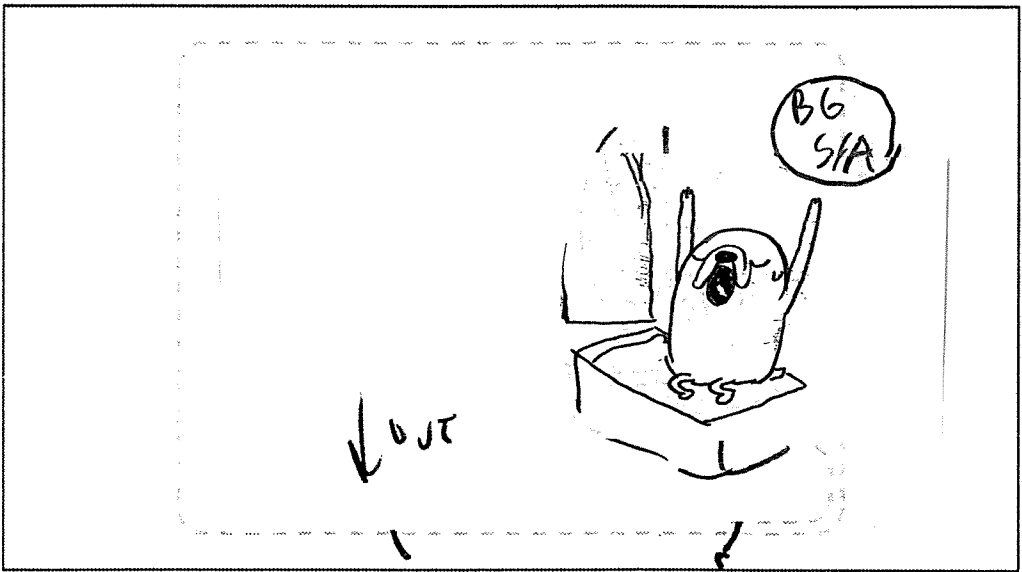
day night

Sc. 46

Pnl. A

Bg.

day night



Dialog:	<u>J) YAWN:</u>
Action:	
Timing:	

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EPISODE # 100233

Production :



ADVENTURE TIME

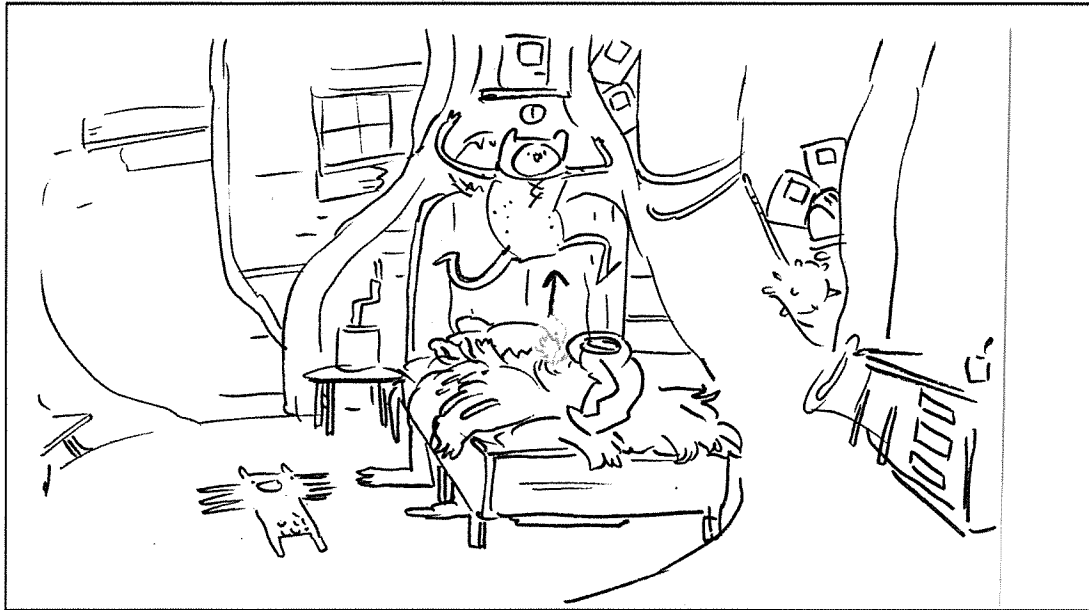


Sc. 47

Pnl. A

Bg.

day night

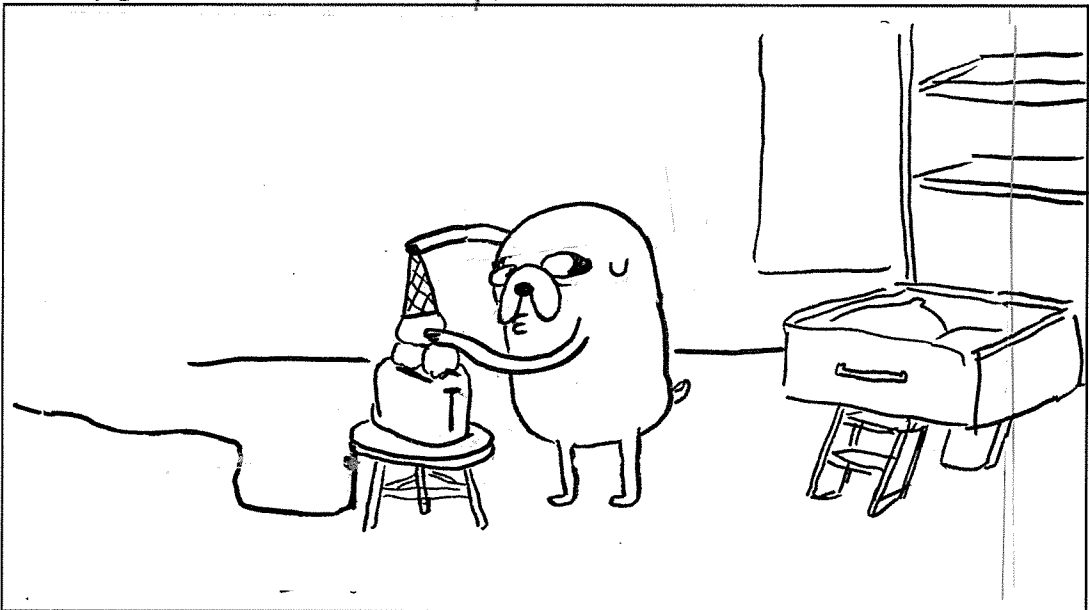


Sc. 48

Pnl. A

Bg.

day night



Dialog:

F) GO TO SLEEP, MAN.

Action:

F HOPS UP & DOWN  
ON BED, ALTERNATE ① & ②

Timing:



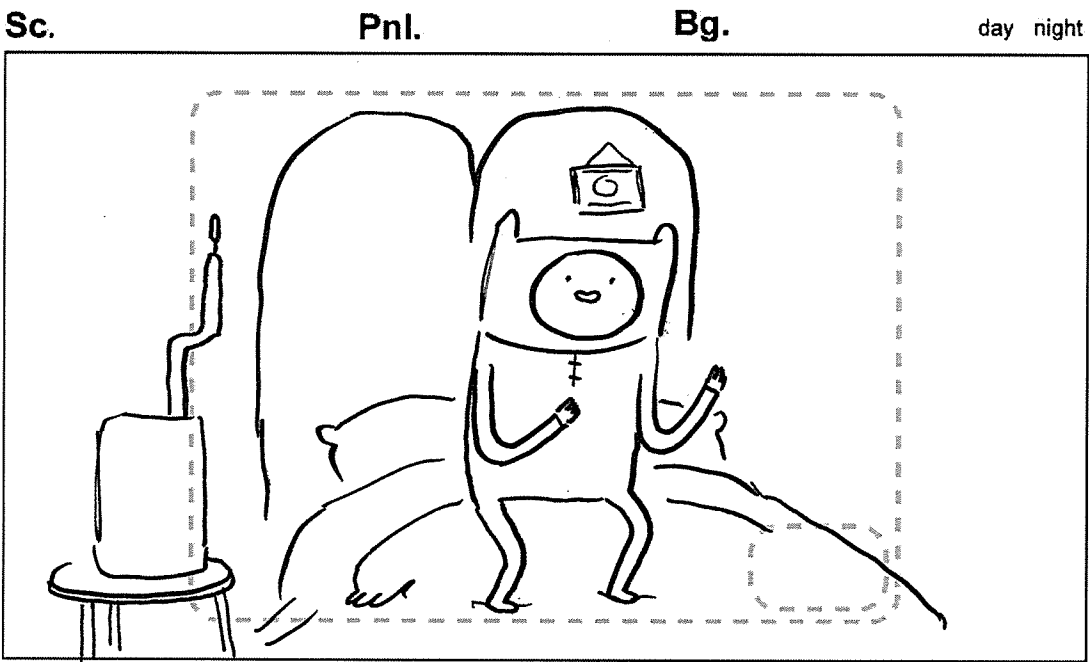
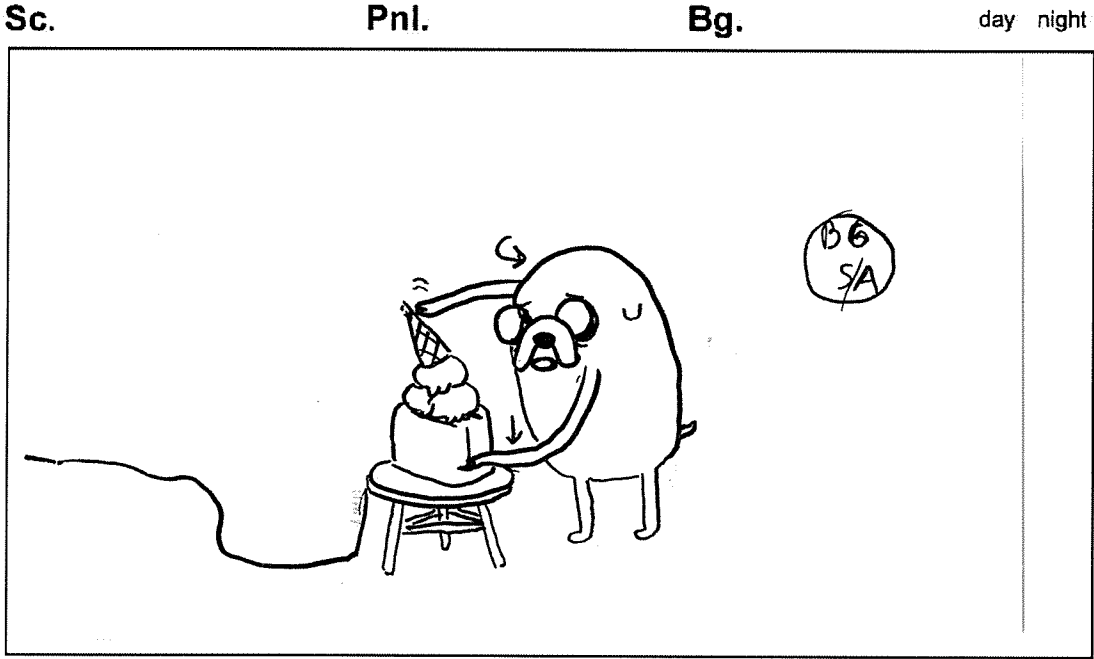
100233

EPISODE #

Production :



ADVENTURE TIME



Dialog:	J: huh?	heh.. F: GO.. TO.. BED
Action:	PRESSES CONE DOWN/ SQUISHING ICE CREAM INTO TOASTER. PRESSES DOWN TOASTER LEVER.	FINN MOTIONS HANDS FORWARD ON EACH WORD.
Timing:		

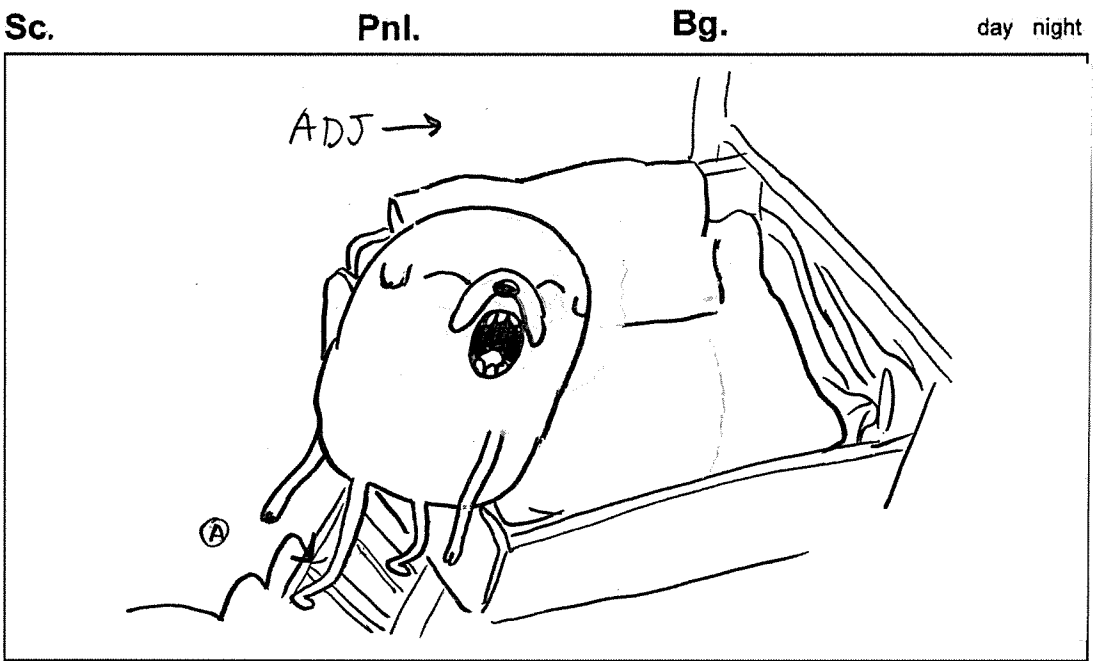
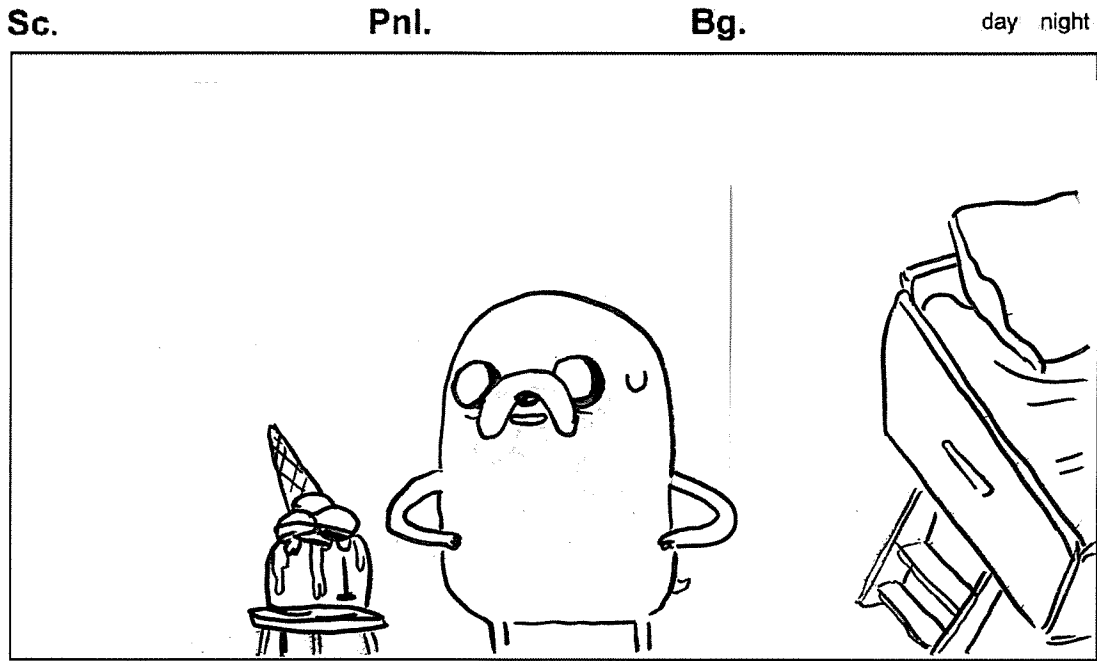
100233

EPISODE #

Production :



ADVENTURE TIME



Dialog:	① Oh yesh! right.	J: * Yawn *
Action:		CAM TRACK JAKE. ② JAKE SOMERSAULTS INTO BED.
Timing:		

100233

EPISODE #

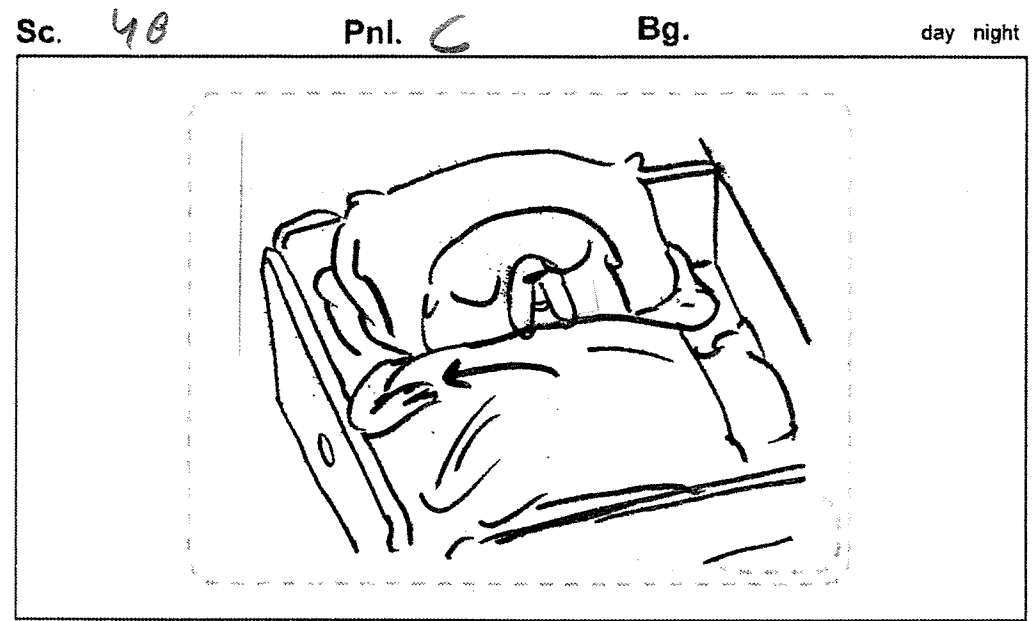
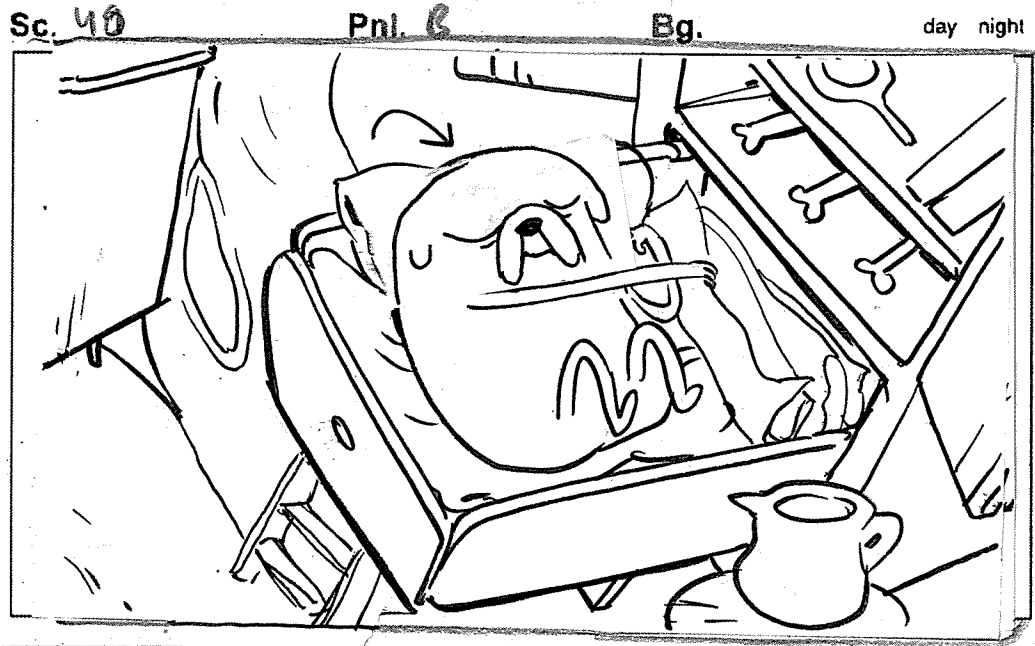
Production :



ADVENTURE TIME



Page 45



Dialog:

Action: JAKE LAYS BACK IN HIS DRAWER

Timing:

J: GOODNIGHT, HOMIE.

JAKE TUCKS HIMSELF IN

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ADVENTURE TIME



Sc. 79

Pnl. A

Bg.

day night

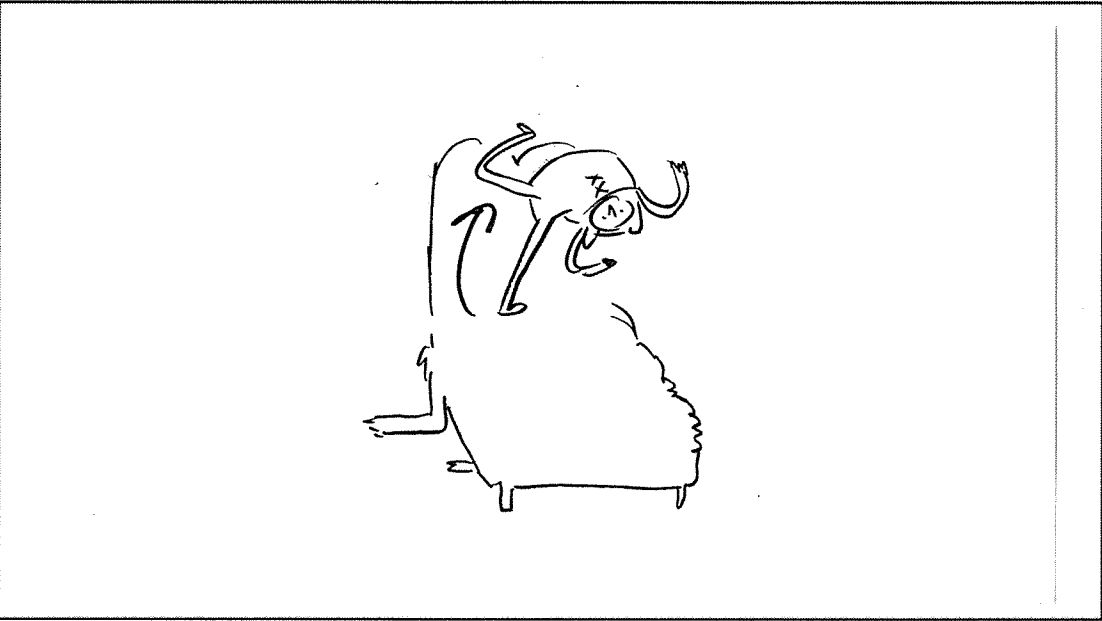


Sc. 79

Pnl. B

Bg.

day night



Dialog:	F: * jump grunt *
Action: FINN PREPARES HIMSELF FOR A SWEET JUMP	FINN JUMPS!
Timing:	

100233  
EPISODE #  
Production :



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ADVENTURE TIME

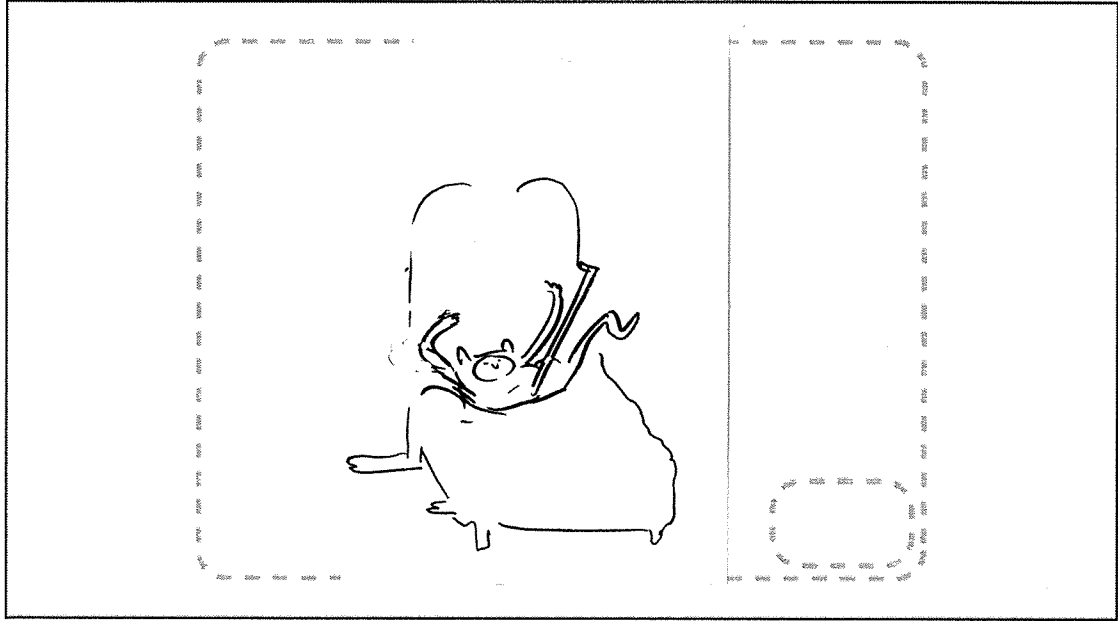


Sc. 49

Pnl. C

Bg.

day night

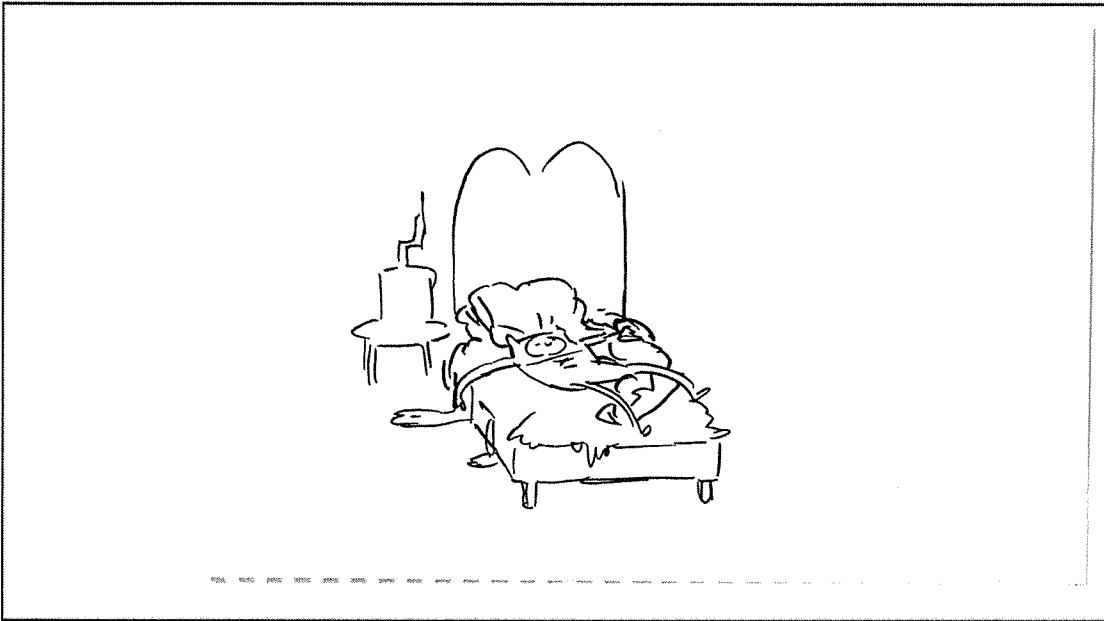


Sc. 49

Pnl. D

Bg.

day night



Dialog:

F: \*jump land\*

Action:

Timing:

100233  
EPISODE #  
Production :



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# ADVENTURE TIME

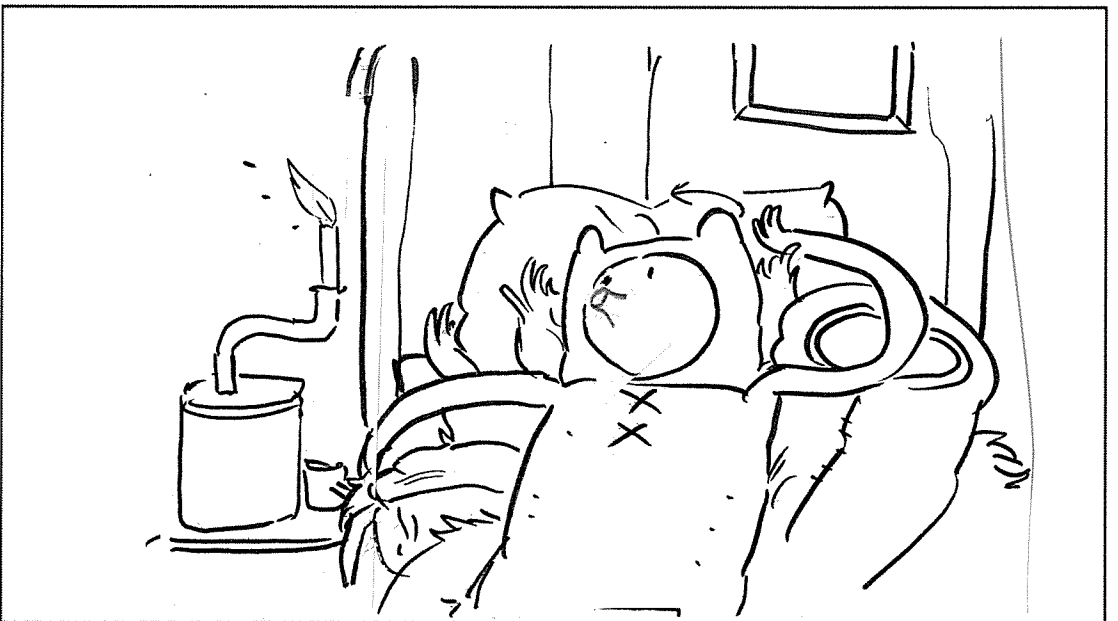


Page 48

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:	F: * QUICK BREATH IN *	F: * BLOWS OUT CANDLE *
Action:	FINN BLOWS OUT THE CANDLE.	
Timing:		

100233

EPISODE #

Production :



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# ADVENTURE TIME



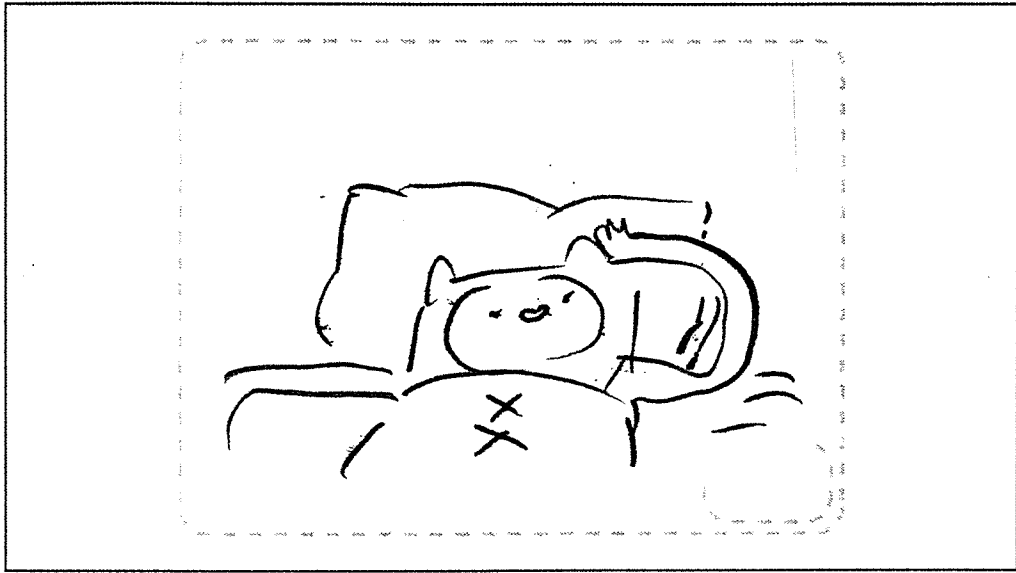
Page 41

Sc. 50

Pnl. C

Bg.

day night

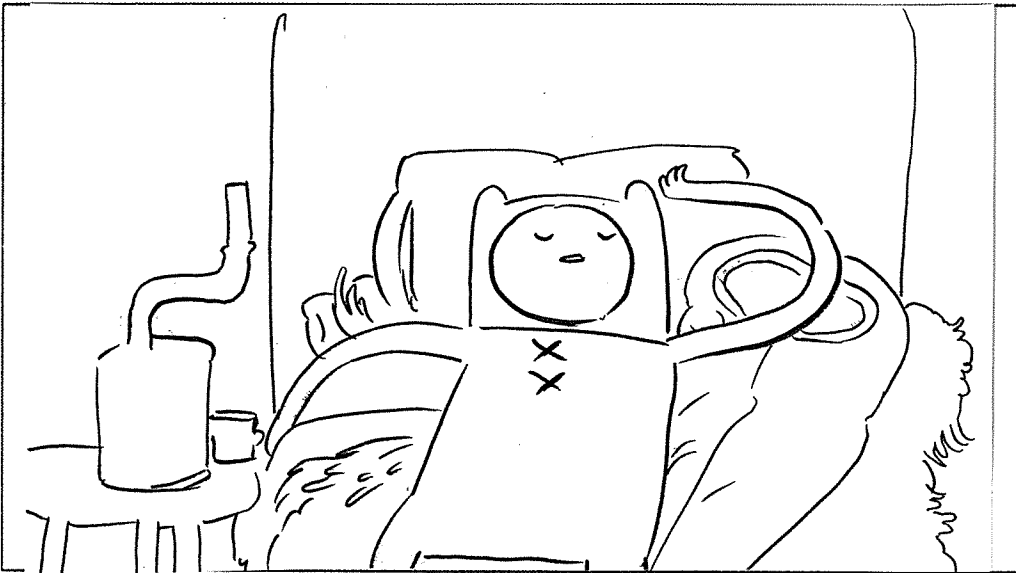


Sc. 50

Pnl. D

Bg.

day night



Dialog:

A'NIGHT  
HAMLET.

Action:

Timing:

100233

EPISODE #

Production :

UNIVERSAL



# ADVENTURE TIME



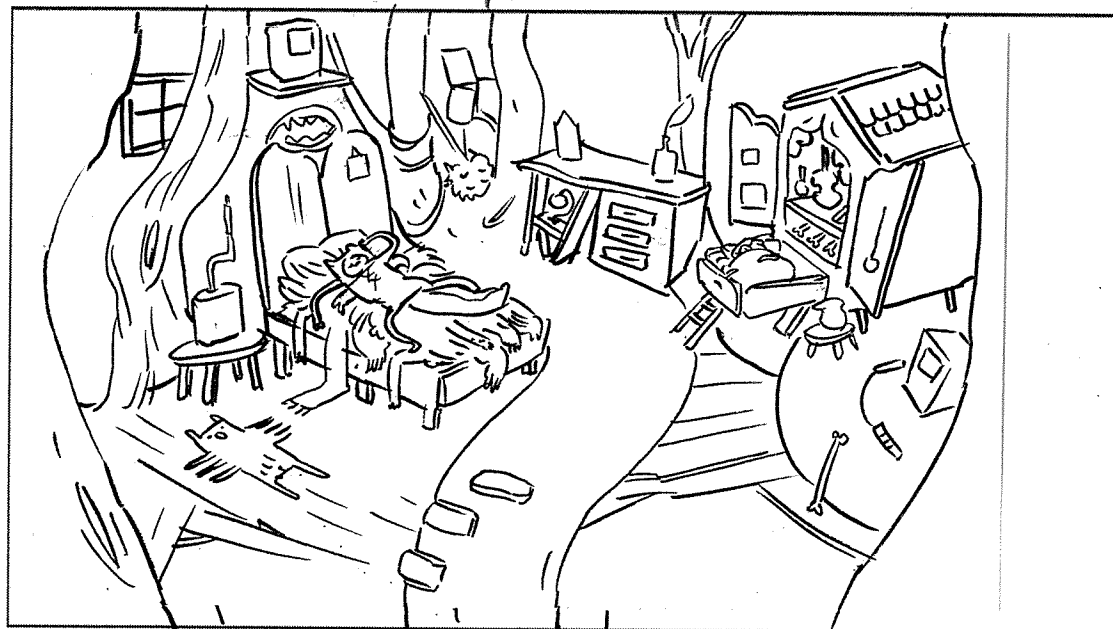
Page 50

Sc. 51

Pnl. A

Bg.

day night

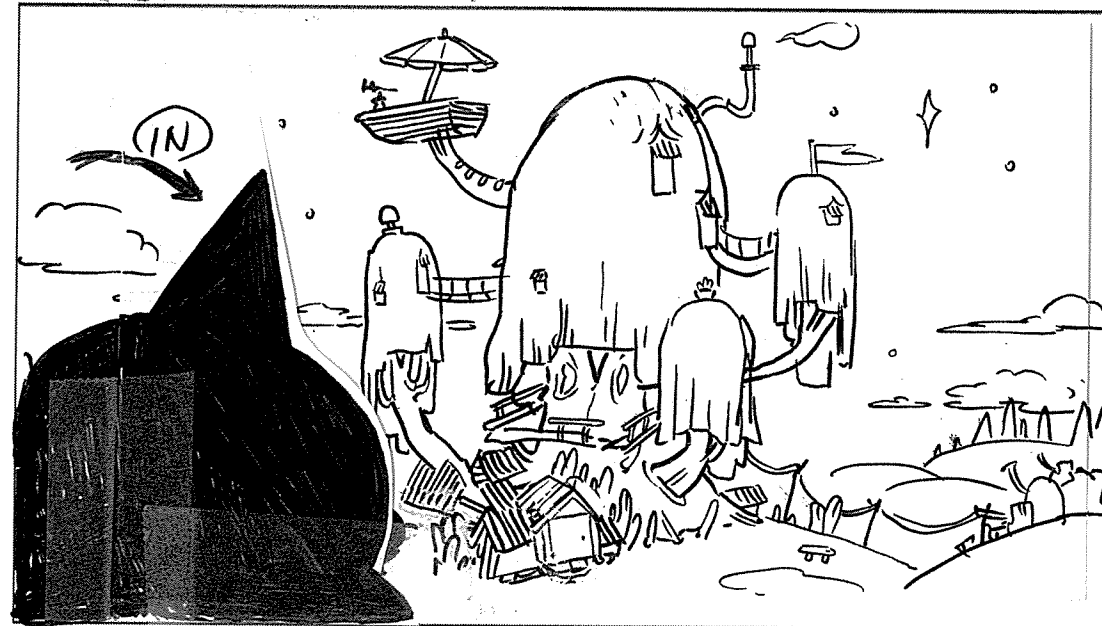


Sc. 52

Pnl. A

Bg.

day night



Dialog:

5)

Action:

OMINOUS FIGURE LURKS OUTSIDE  
THE TREE HOUSE

Timing:

EPISODE # 100233

Production :



ADVENTURE TIME

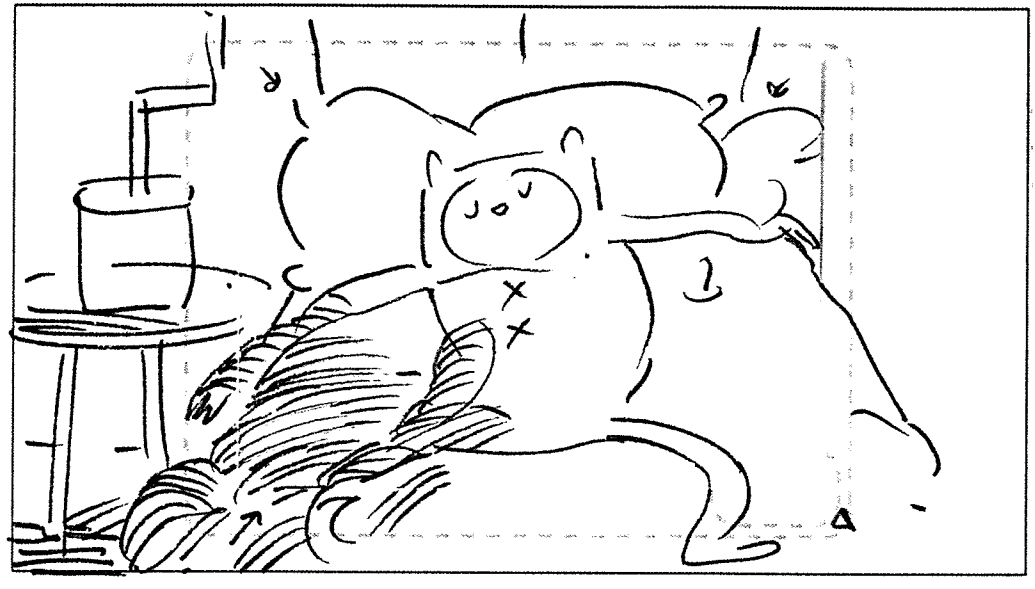


Page 51

Sc. 53 Pnl. A Bg. day night



Sc. 53 Pnl. B Bg. day night



Dialog:	F ) ZZ
Action:	VERY SLOW & QUIET TRUCK-IN
Timing:	

EPISODE # 100233  
Production :



ADVENTURE TIME

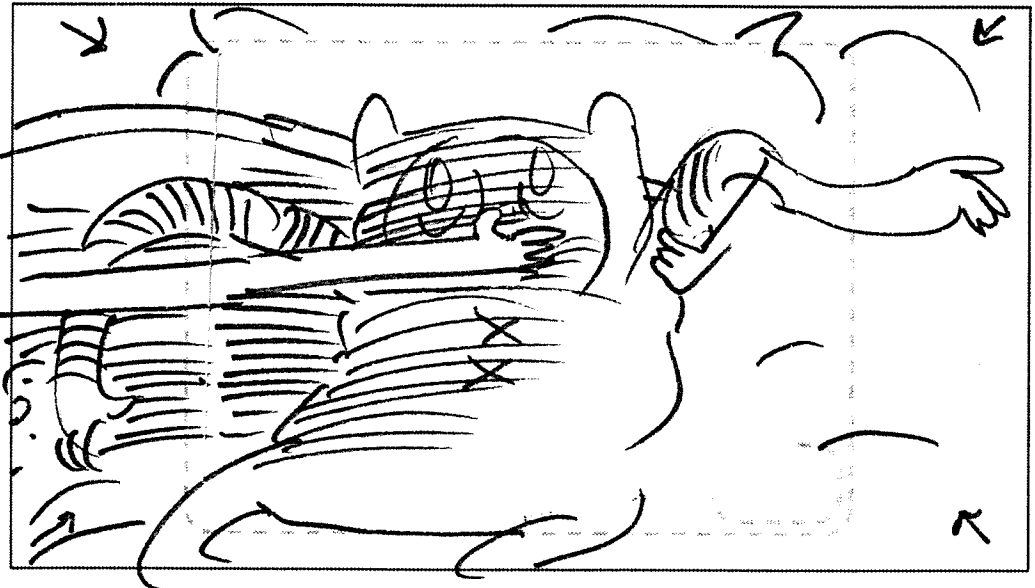


Sc. 53

Pnl. C

Bg.

day night

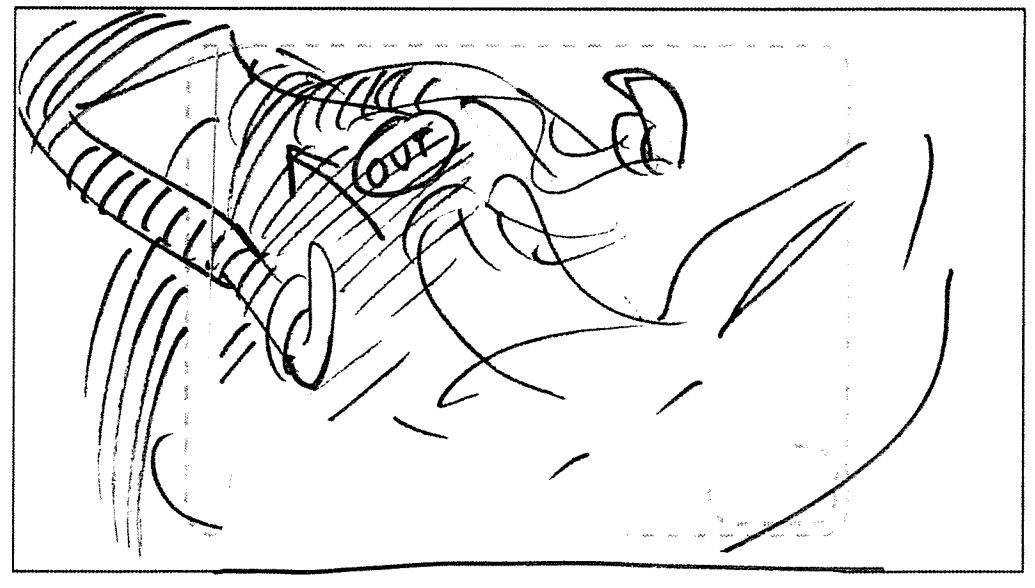


Sc. 53

Pnl. D

Bg.

day night



Dialog:

F) MF!!!

Action:

Timing:

FADE  
TO  
BLACK

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100233

EPISODE #



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# ADVENTURE TIME



Page 53

Sc. 54

Pnl. A

Bg.

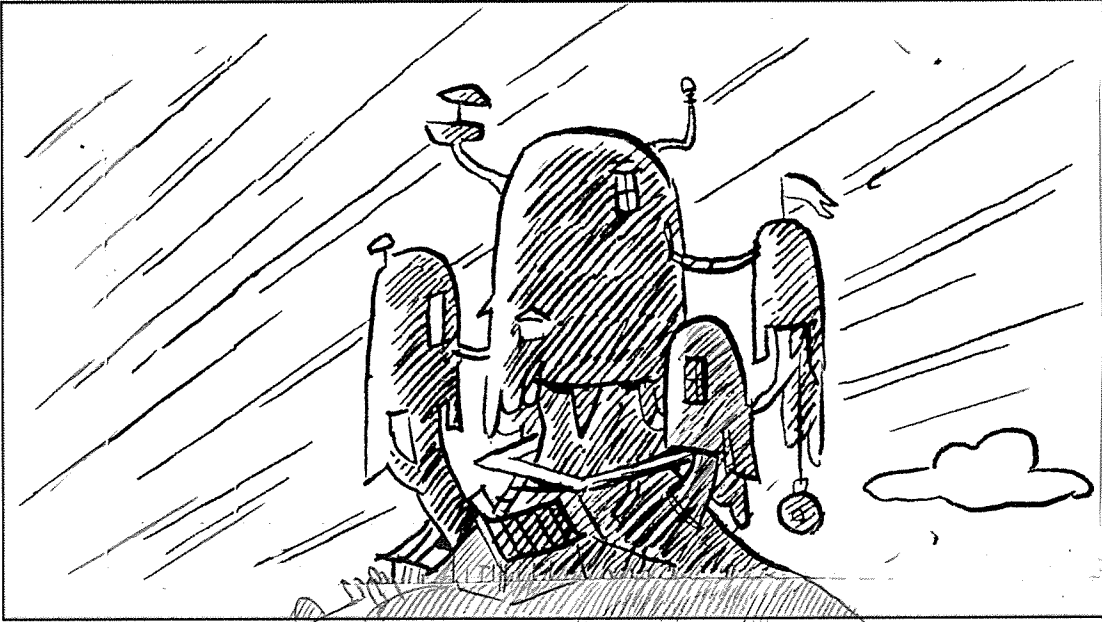
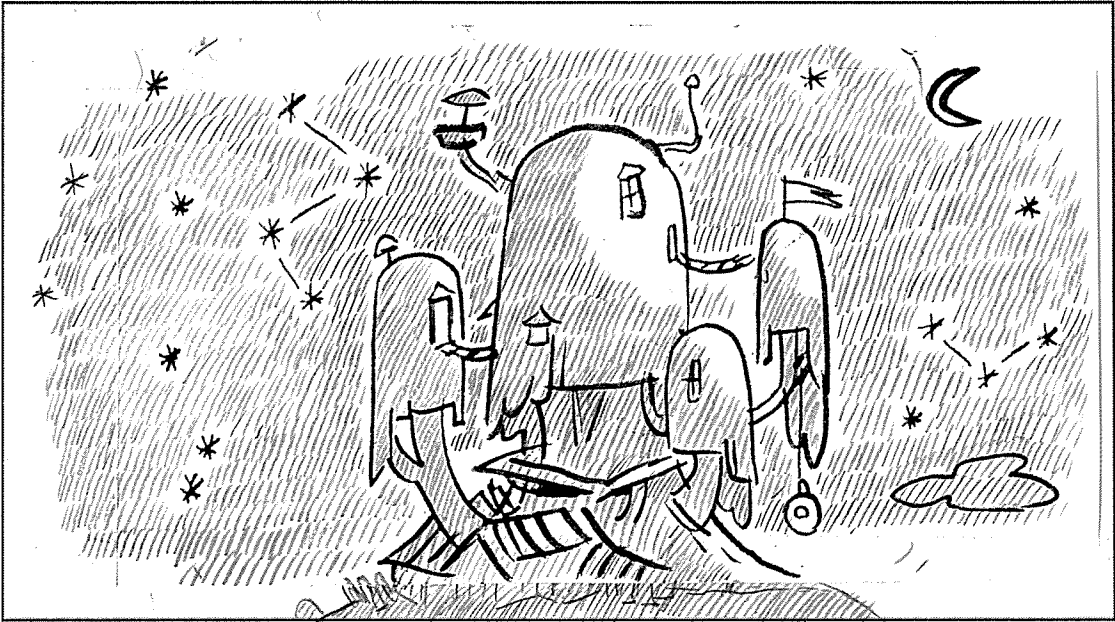
day night

Sc. 54

Pnl. B

Bg.

day night



Dialog:

SFX: [STOMACH GURGLING ROOSTER CALL]

Action:

CROSS DISSOLVE TO DAWN

Timing:

EPISODE # 100233

Production :



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ADVENTURE TIME

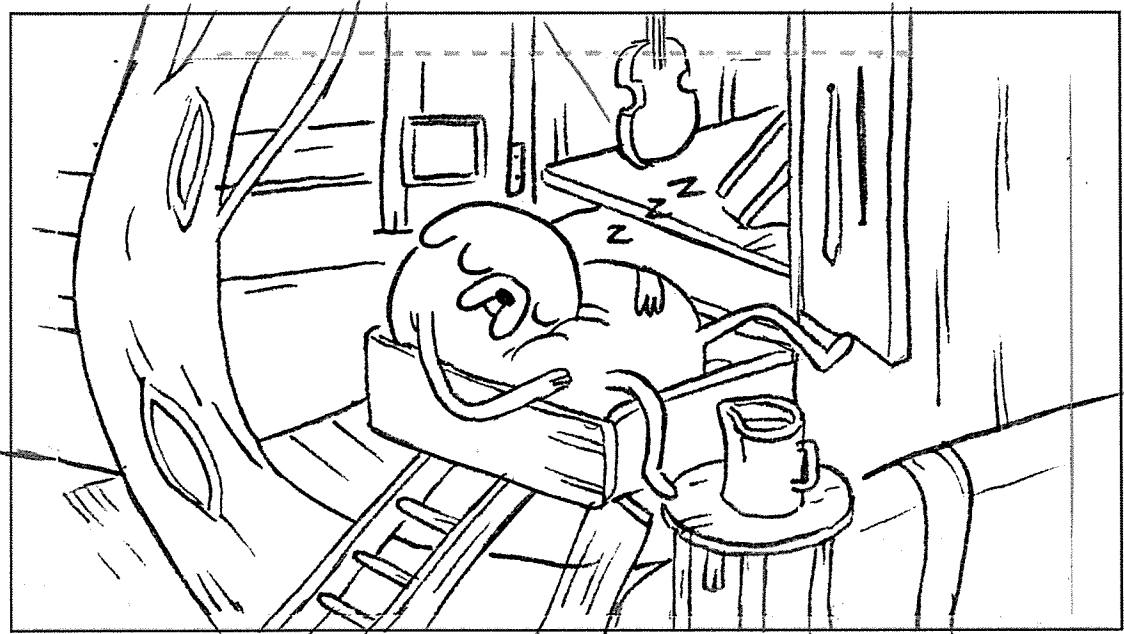


Sc. 55

Pnl. A

Bg.

day night

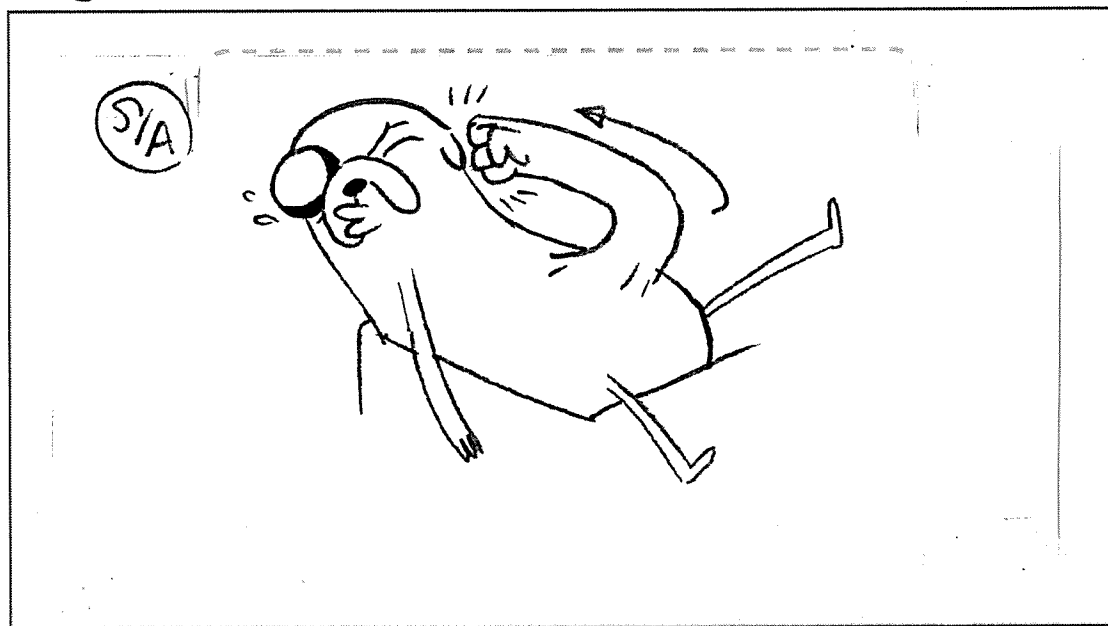


Sc. 55

Pnl. B

Bg.

day night



Dialog:

SFX: STOMACH RUMBLING

SFX: WHAP! <

Action:

JAKE'S GUT FORMS A FIST AND PUNCHES HIM

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



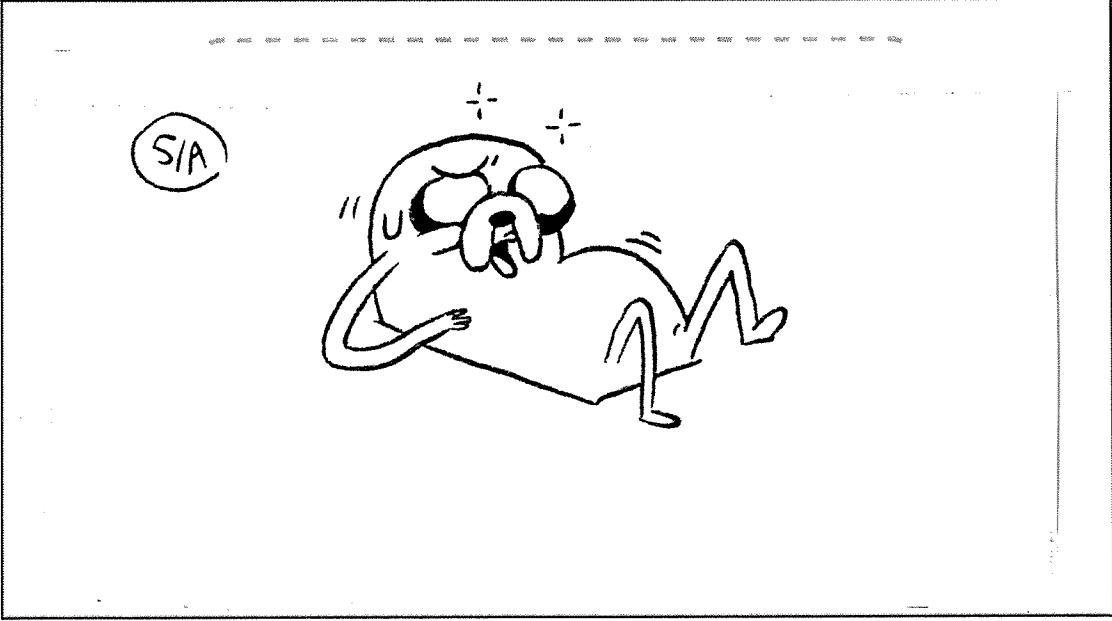
Page 55

Sc. 55

Pnl. C

Bg.

day night

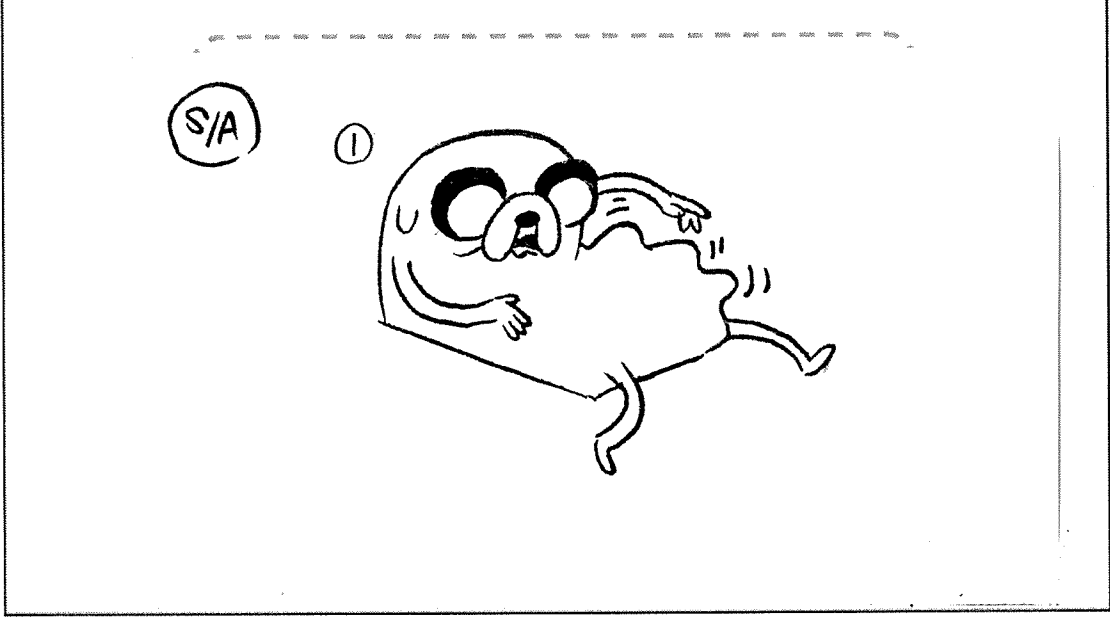


Sc. 55

Pnl. D

Bg.

day night



Dialog:

J: SNRK. HUH?

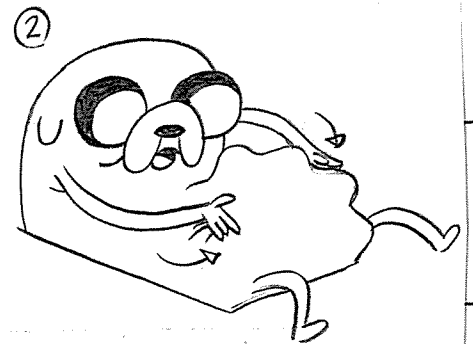
J: ALRIGHT, ALRIGHT, YOU OL' GUT.

SFX: [STOMACH GROWLING]

Action: JAKE IS STARTLED AWAKE.

JAKE TRIES TO CALM HIS ROLLING BELLY

Timing:



100233

EPISODE #

Production :



ADVENTURE TIME

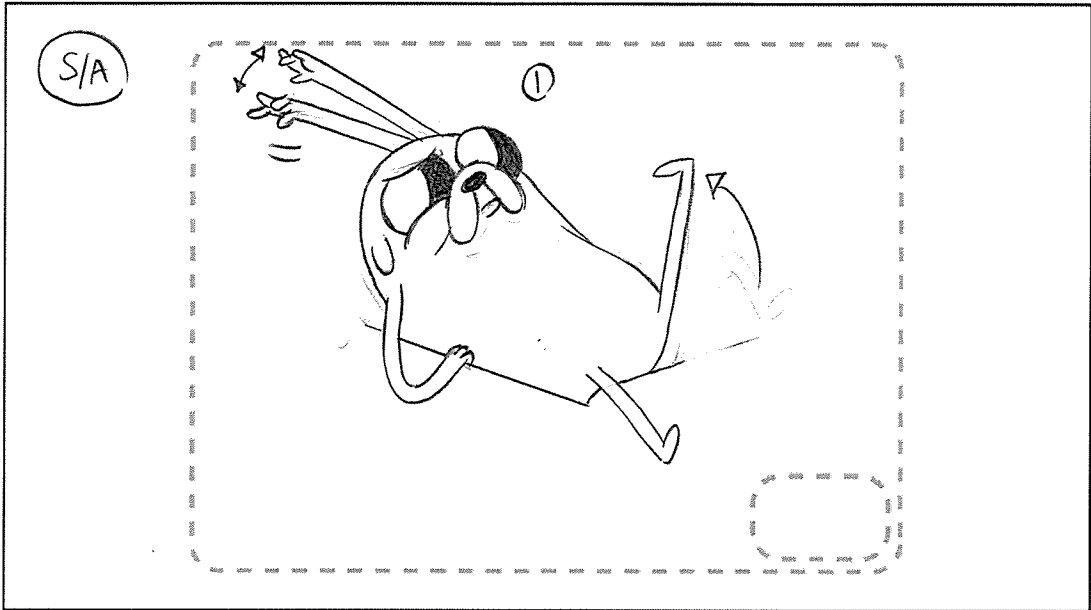


Sc. 55

Pnl. E

Bg.

day night

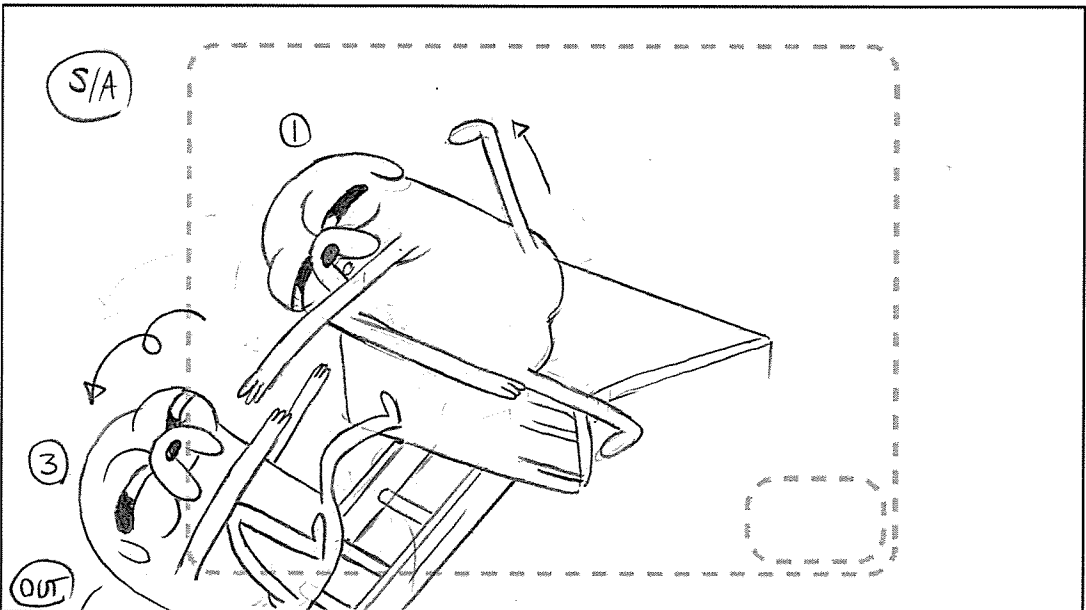


Sc. 55

Pnl. F

Bg.

day night



Dialog:

J: (STRUGGLING) HRRRGHH!!

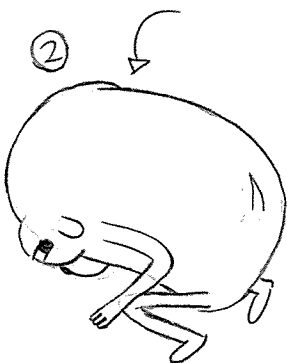
J: I'M SLUGGIN' IT TODAY

Action: JAKE STRUGGLES TO GET OUT OF BED



Timing:

JAKE SLUGGISHLY ROLLS OUT OF BED AND O/S



EPISODE # 100233

Production :



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# ADVENTURE TIME

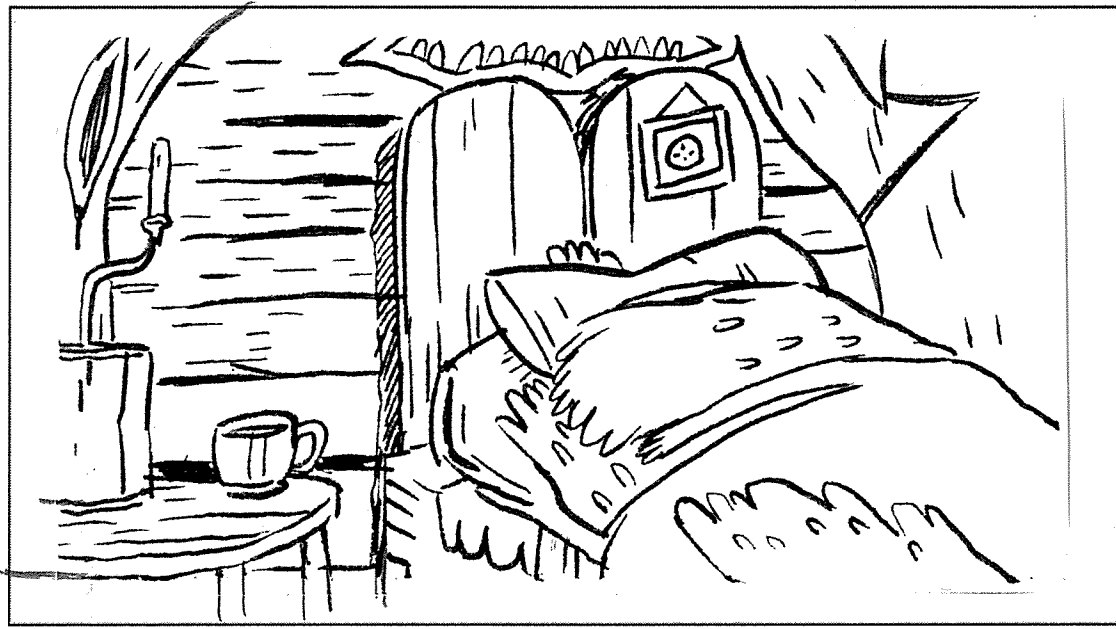


Sc. 56

Pnl. A

Bg.

day night

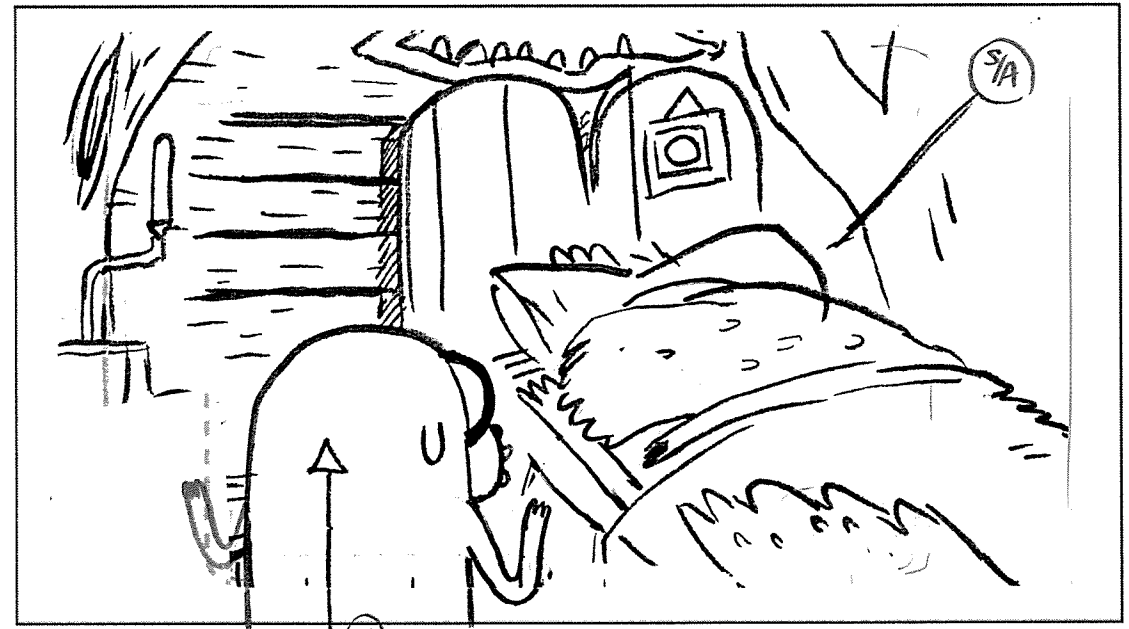


Sc. 56

Pnl. B

Bg.

day night



Dialog:	<u>J:</u> WAKE UP FINN.
Action:	
Timing:	

100233

EPISODE #

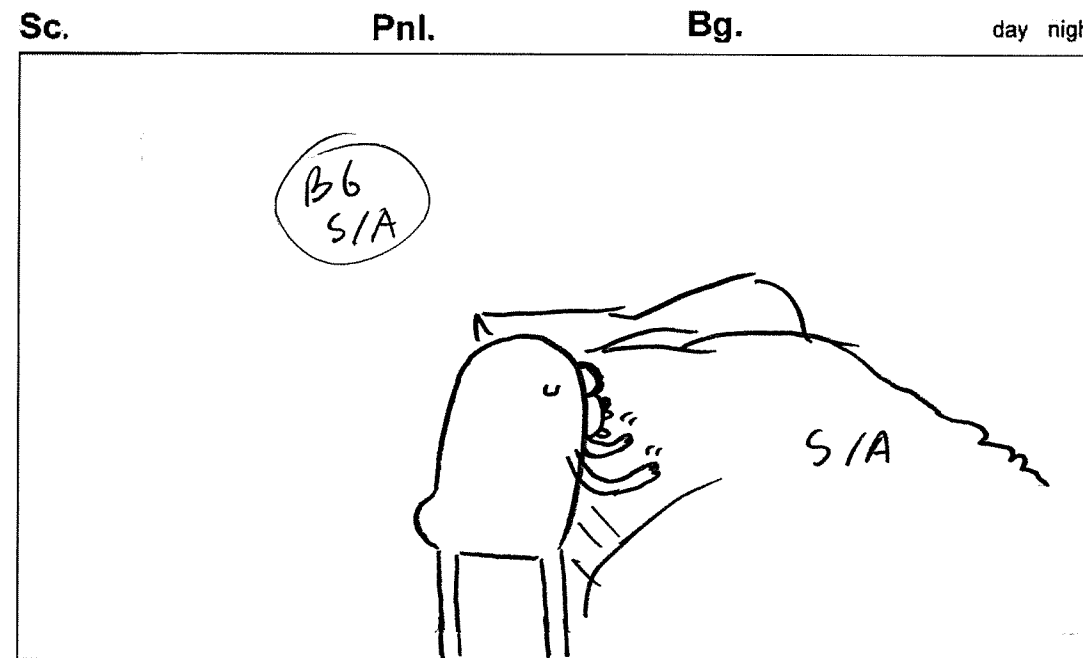
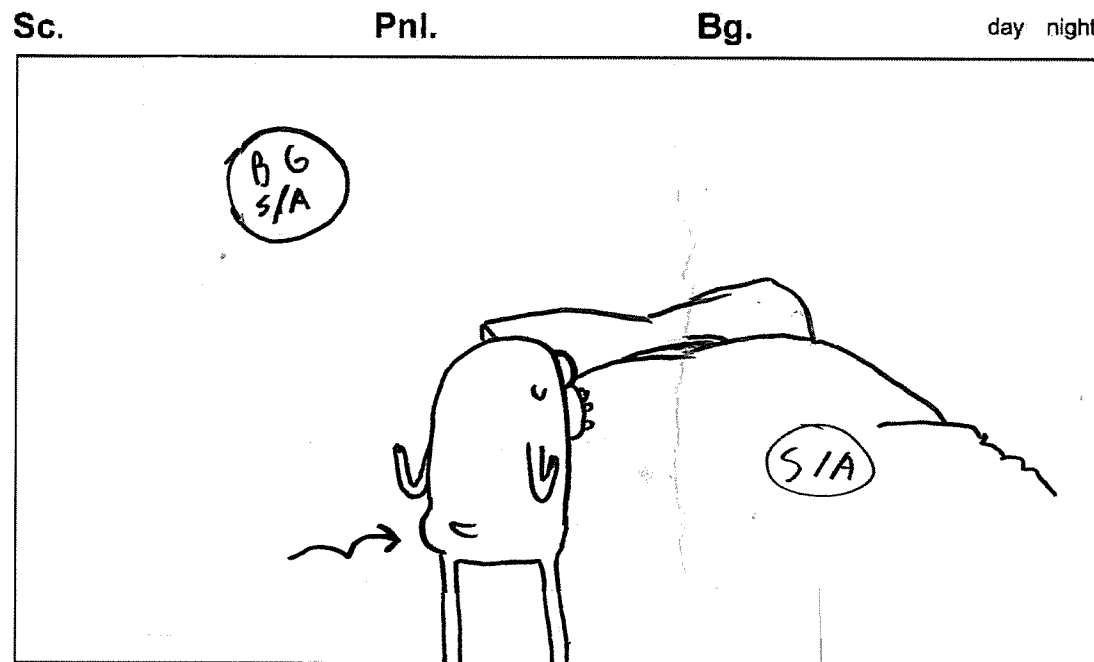
Production :



# ADVENTURE TIME



Page 57A



Dialog:

J: Got a -

busy day ahead of us.

Action:

Timing:

100233

EPISODE #

Production :



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	G: starting with " THE QUEST TO MAKE JAKE'S BREAKFAST!"	*beat*
Action:		
Timing:		

100233  
EPISODE #  
Production :

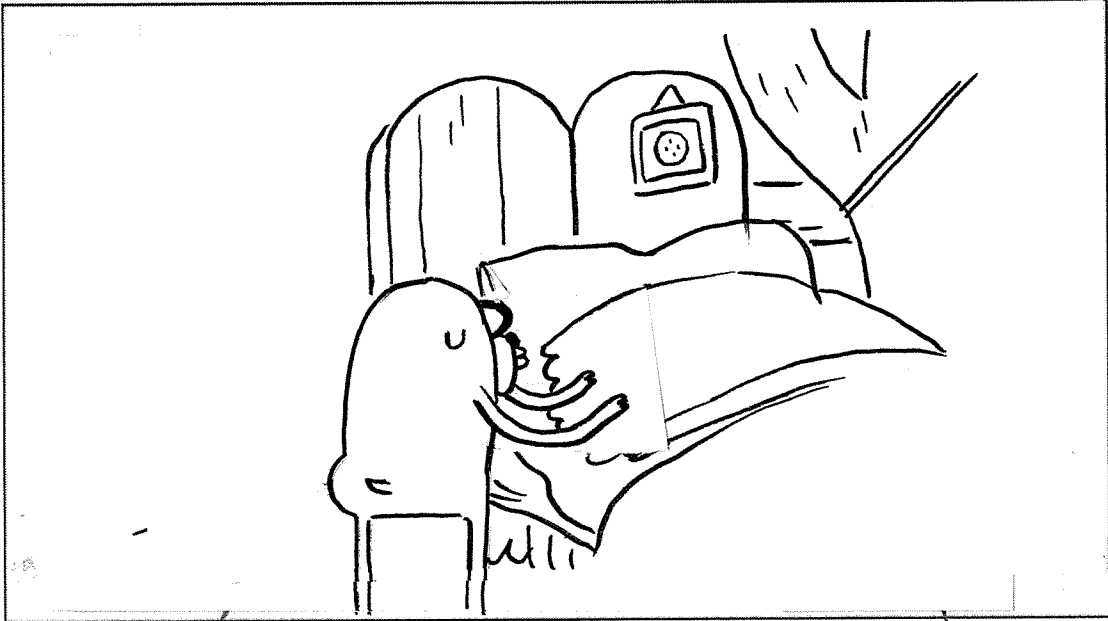


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# ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	J: FINN?
Action:	
Timing:	

EPISODE # 100233

Production :



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# ADVENTURE TIME



Sc. 58

Pnl. A

Bg.

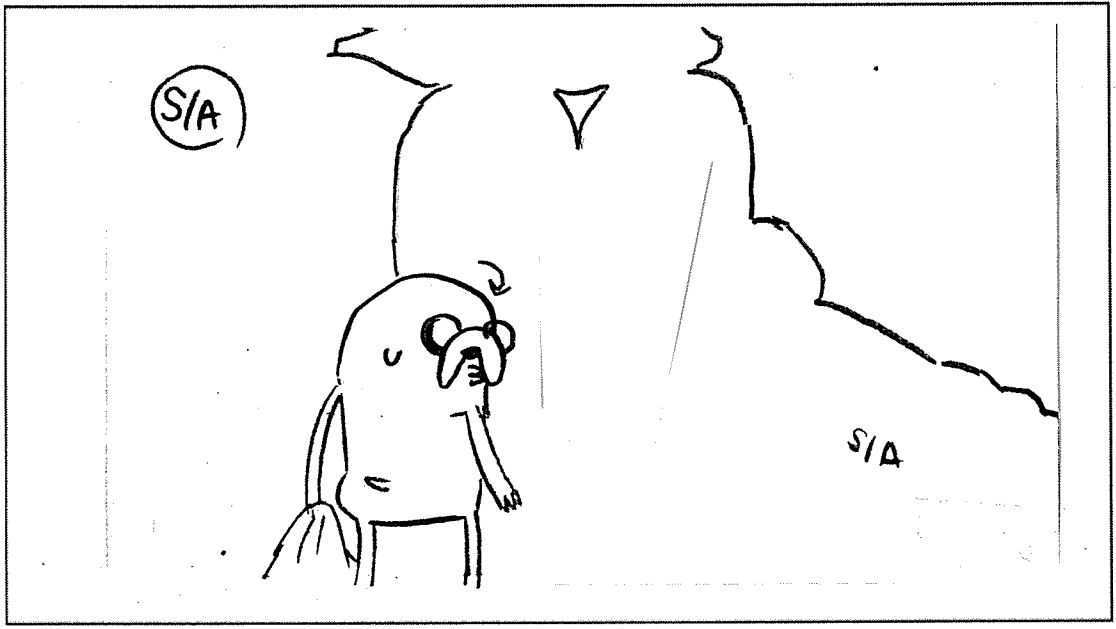
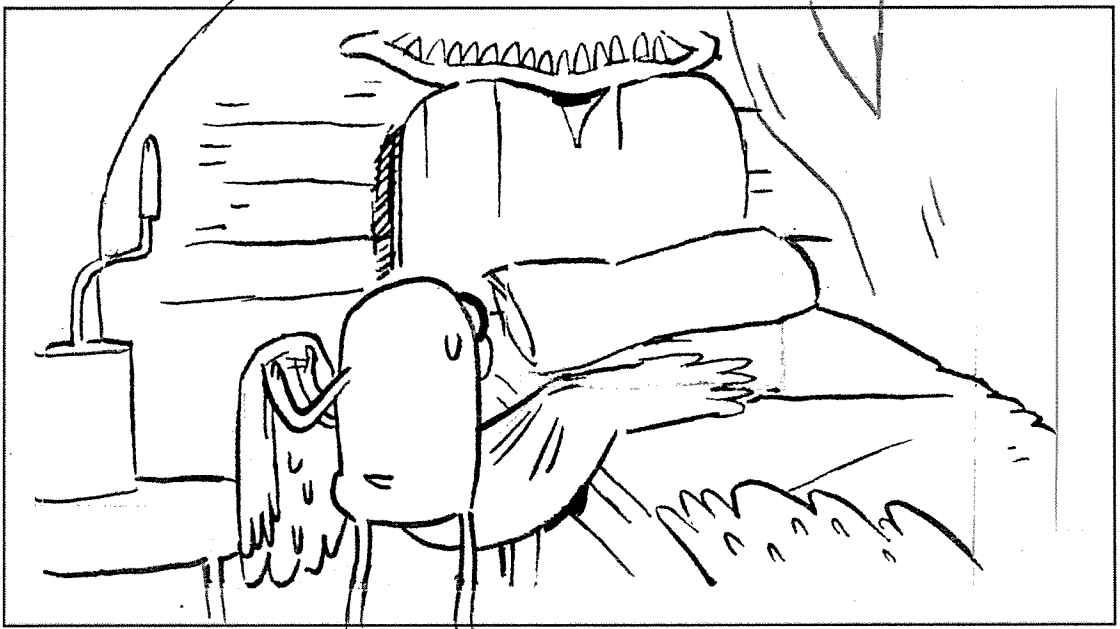
day night


Sc. 58

Pnl. B

Bg.

day night



Dialog:		J: hmmm...	
Action:		 JAKE DROPS BLANKET	
Timing:			

EPISODE # 100233

Production :



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# ADVENTURE TIME



Page 60 → 62 next

Sc. 58

Pnl. C

Bg.

day night

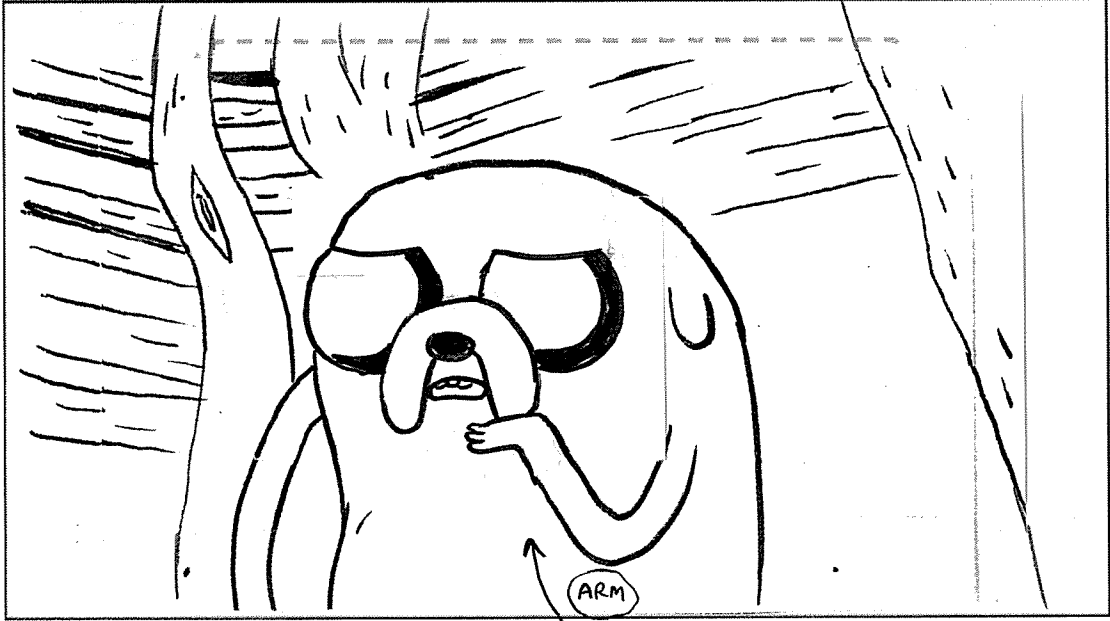
Sc. 59

Pnl. A

Bg.

R/T

day night



Dialog:

J: hmmm...

J: WHERE IS FINNN...

Action:

JAKE SCRATCHES HIS CHIN.

Timing:

100233

EPISODE #

Production :



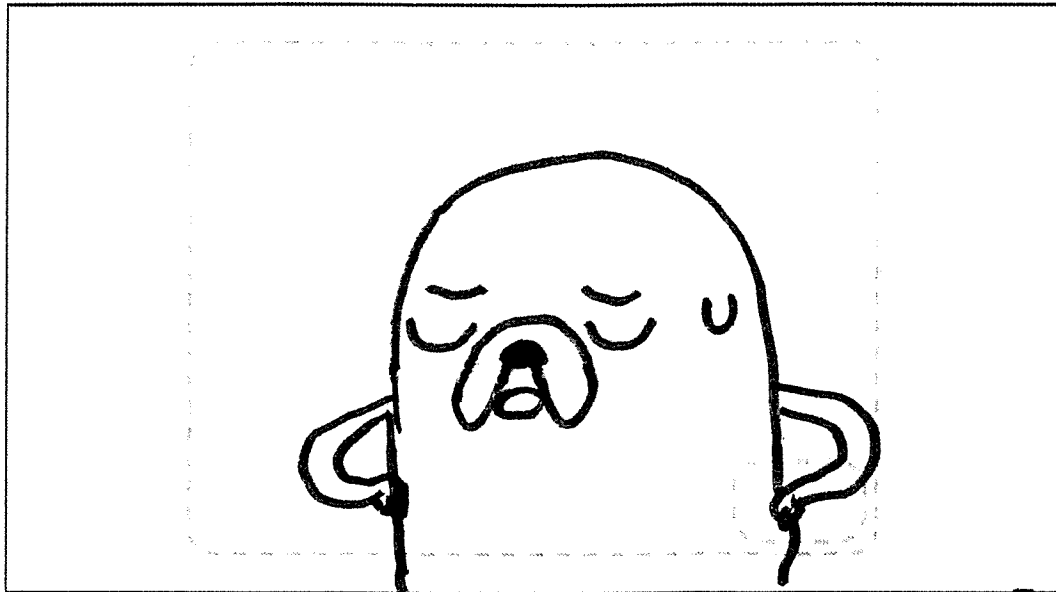
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# ADVENTURE TIME



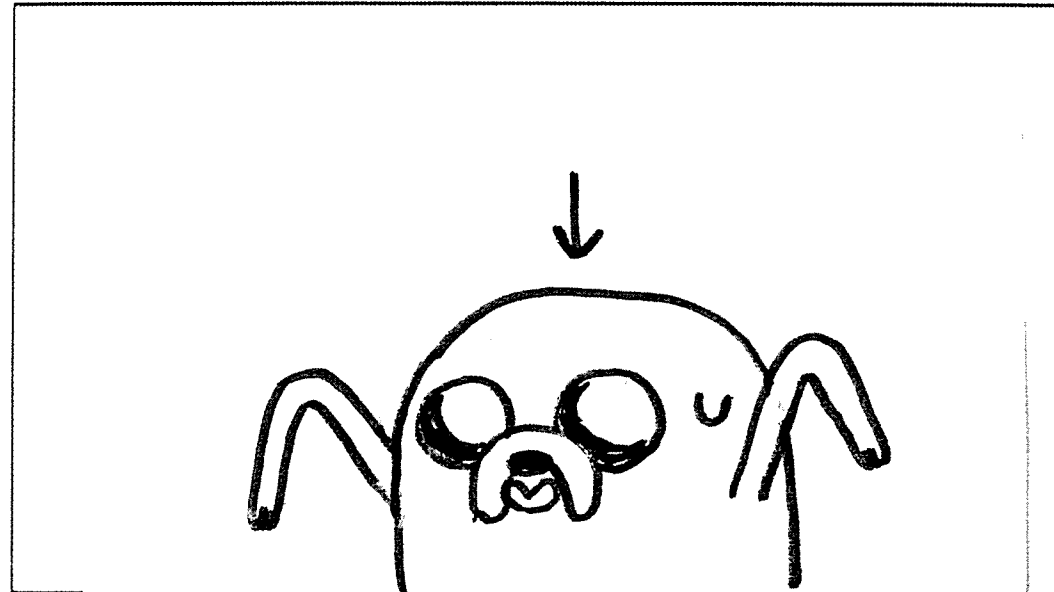
Page 62

Sc. Pnl. Bg. day night



Dialog:	J: WHERE IS FINN.
Action:	
Timing:	

Sc. Pnl. Bg. day night



Dialog:	WHERE IS FINN?
Action:	
Timing:	

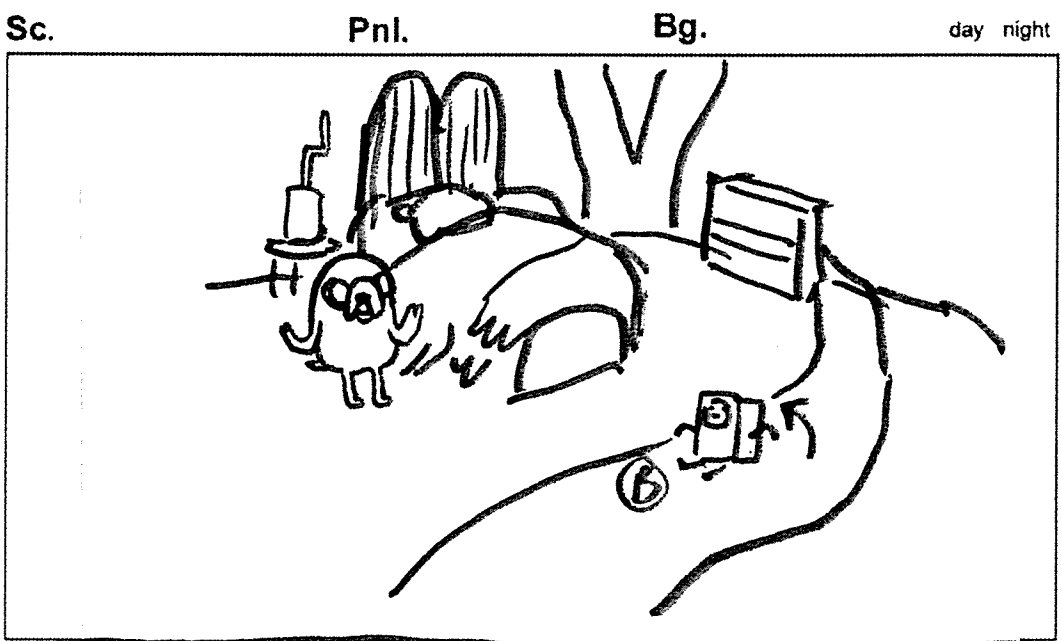
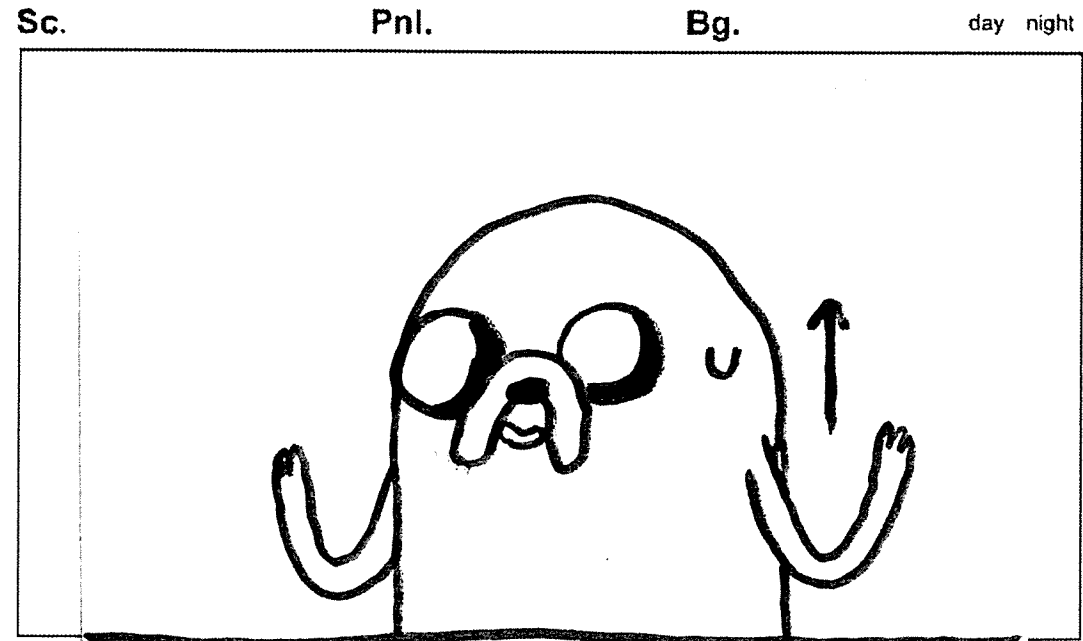
EPISODE # 100233  
Production :



ADVENTURE TIME



Page 63



Dialo

IS HE IN THE KITCHEN?

Actio

Timing:

BEEMO: DOES HE HAVE A PUMPKIN? ~~REDA~~

....!

(A)

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100233  
EPISODE #

Production :



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# ADVENTURE TIME



Page 64

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

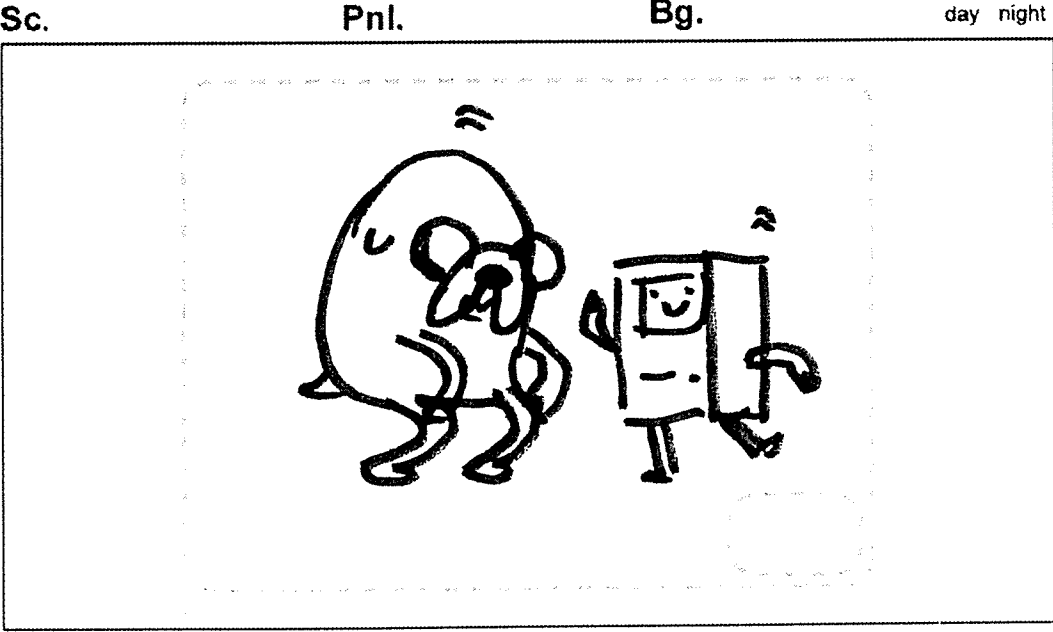
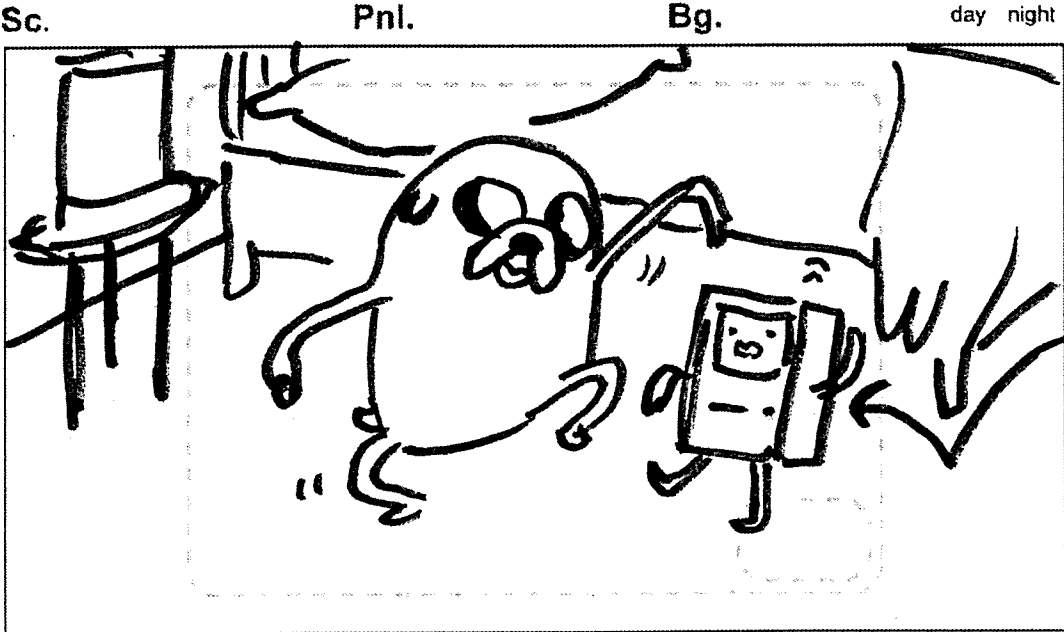
Dialog:	<p>ⓑ: RIMA TMA — TIN TIN!!</p>	
Action:		
Timing:		

100233  
EPISODE #  
Production :



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ADVENTURE TIME



100233

EPISODE #

Production :

Dialog:	J: BLOOBA DOOBA	J: DUMPLIN.
Action:		
Timing:		



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	B: BOOPY DOOPY	B: PIE TIN.
Action:		
Timing:		

100233

EPISODE #

Production :



ADVENTURE TIME



Page 67

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	J! MONKEY	G: WATERMELIN!
Action:		
Timing:		

100333

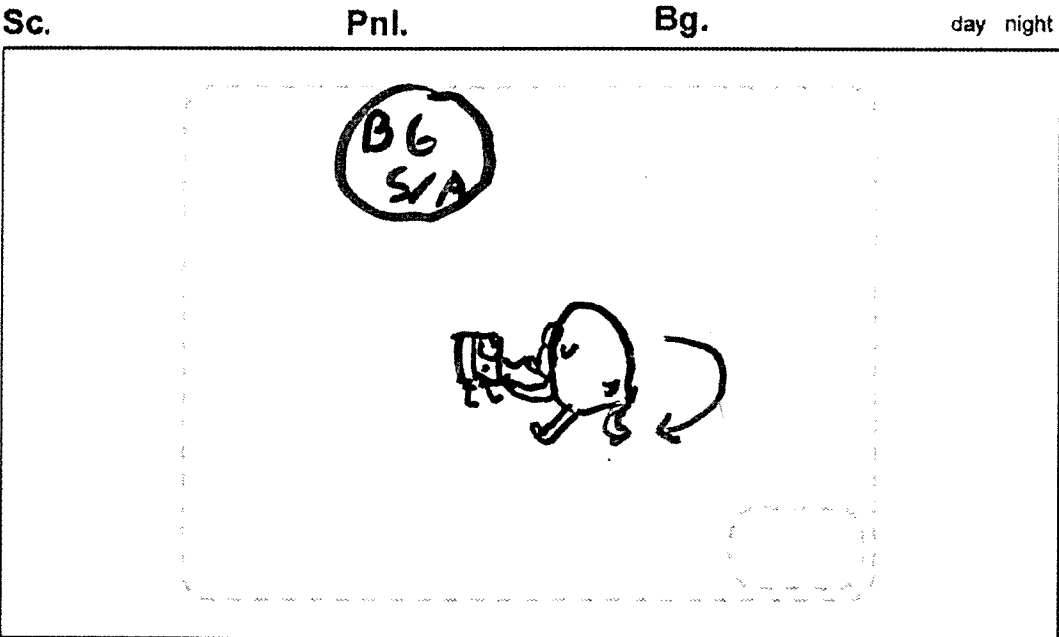
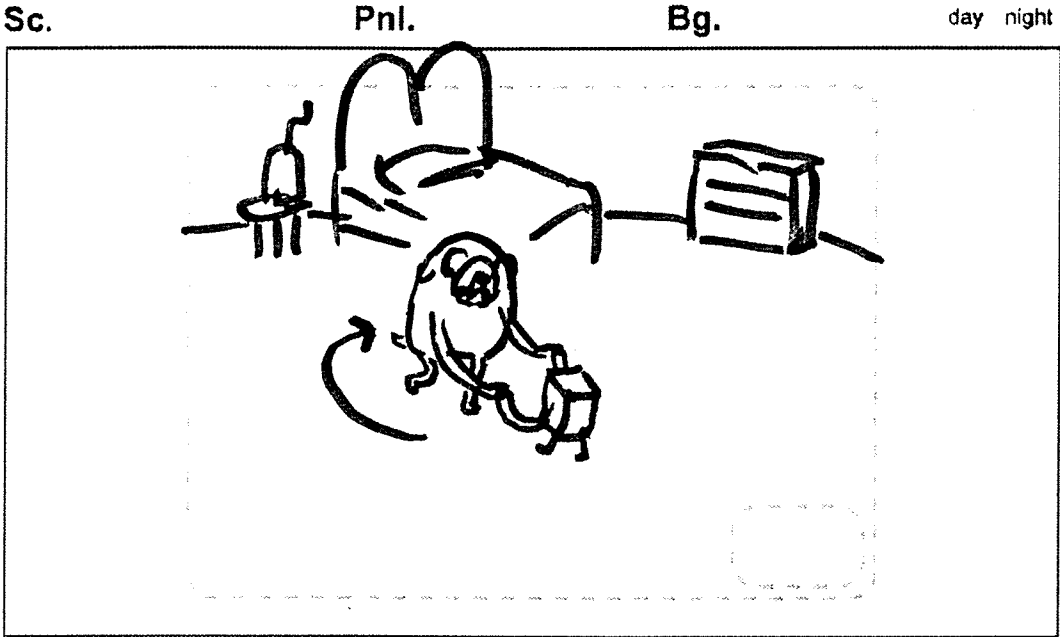
EPISODE #

Production :

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ADVENTURE TIME



Dialog:	J&B : (hilarious laughter)
Action:	
Timing:	

100233

EPISODE #

Production :



ADVENTURE TIME

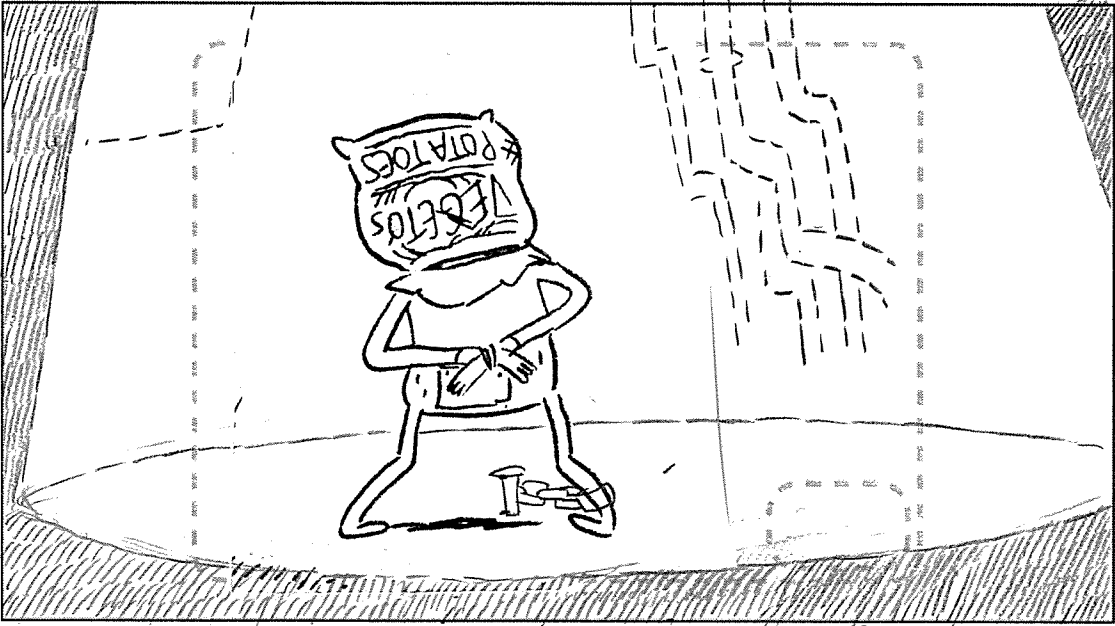


Sc. 64

Pnl. B

Bg.

day night

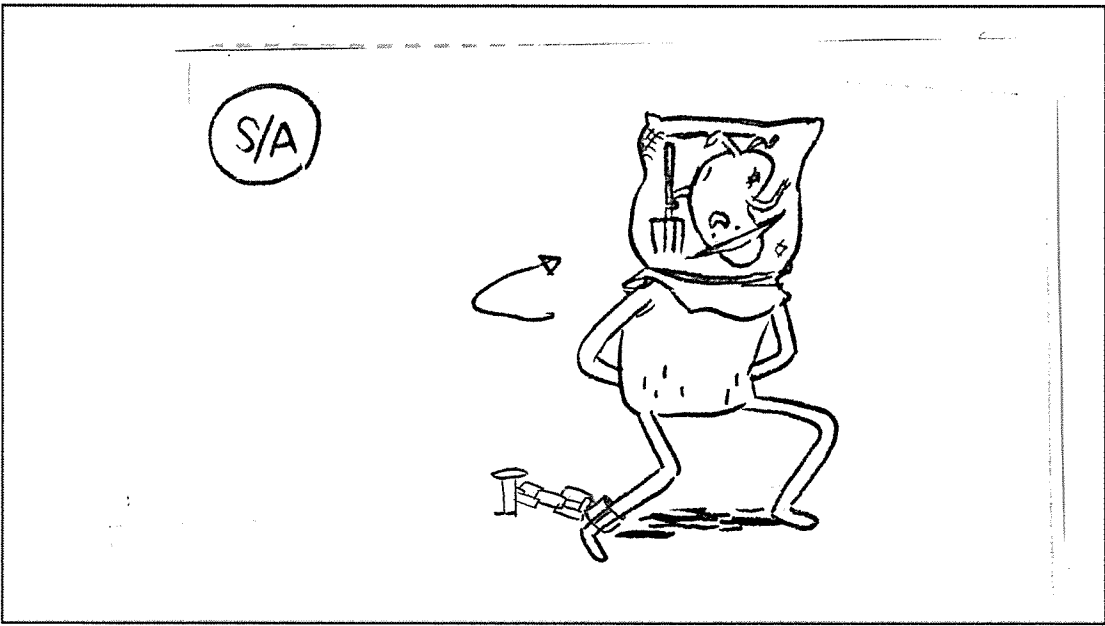


Sc. 64

Pnl. C

Bg.

day night



Dialog:

G: (O/S) WELCOME, FINN

F: (MUFFLED) HUH?

SFX: \*CLINK-CLINK\*

FINN SPINS AROUND.

Action:

LIGHTS FLIP ON.

Timing:

100233

EPISODE #

Production :

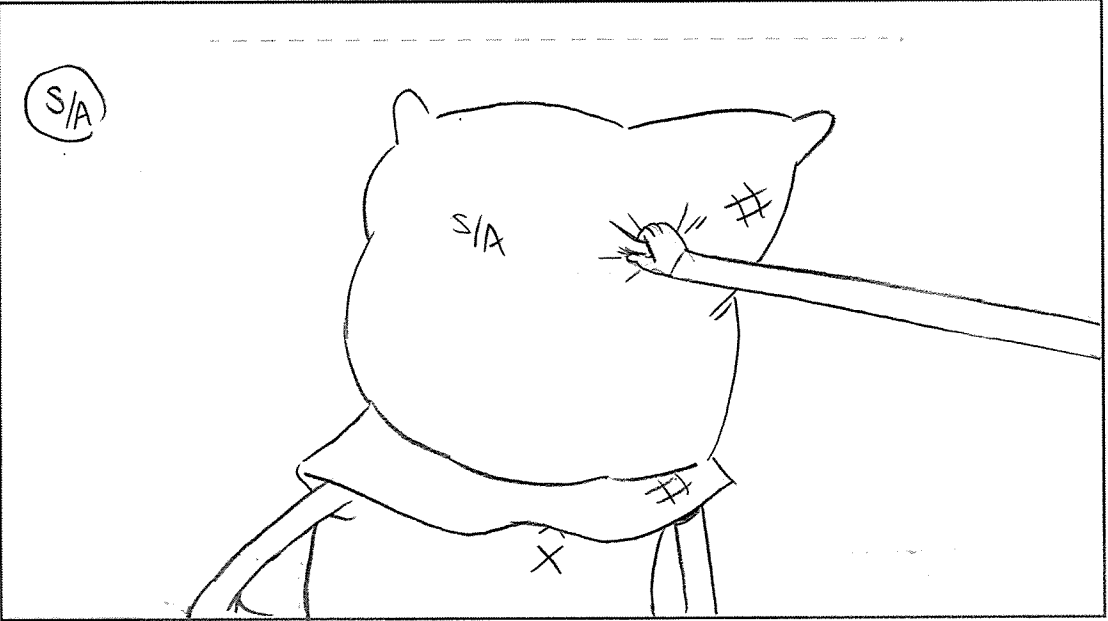
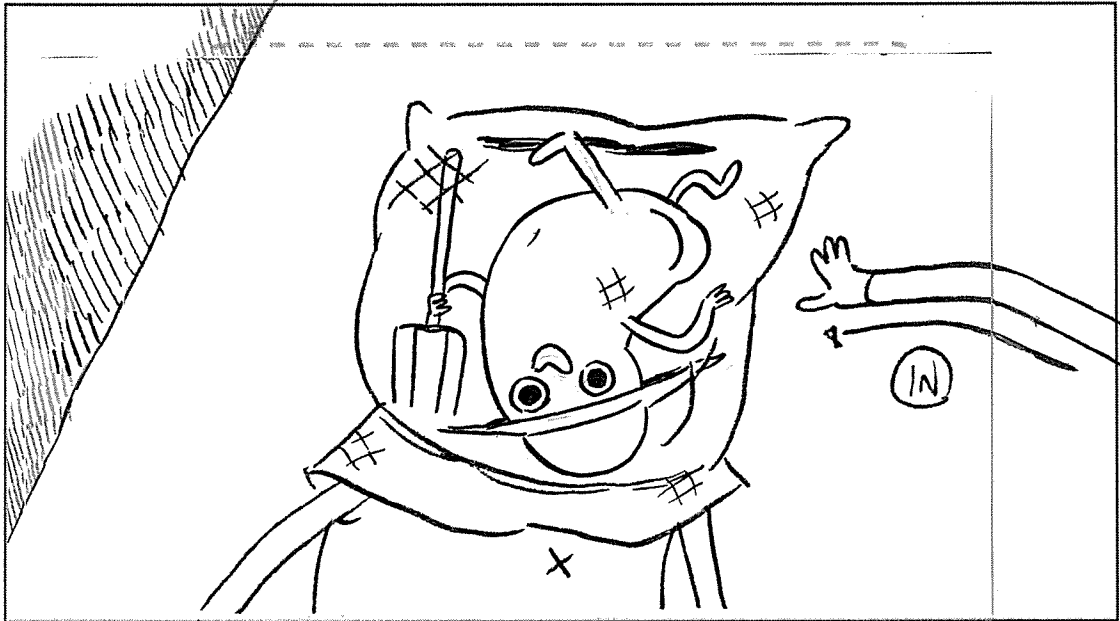


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ADVENTURE TIME



Sc. 65 Pnl. A Bg. day night Sc. 65 Pnl. B Bg. day night



Dialog: G: (O/S) REMOVE THE POTATO SACK

Action: GNOM HAND COMES ONSCREEN. HAND GRABS SACK

Timing:

100233 EPISODE # Production :



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ADVENTURE TIME

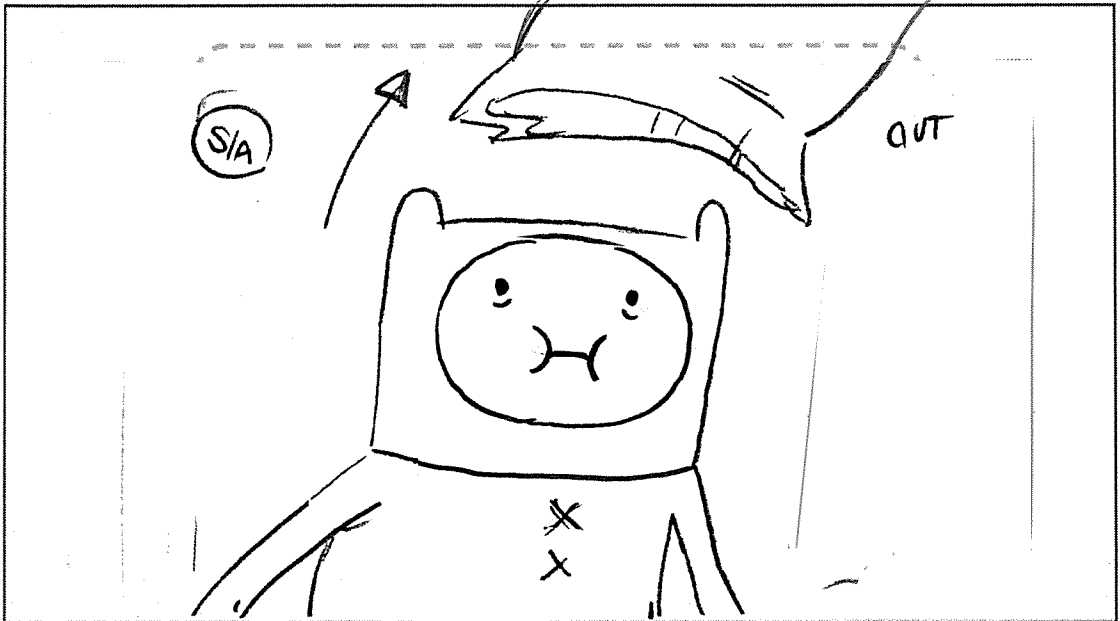


Sc. 65

Pnl. C

Bg.

day night

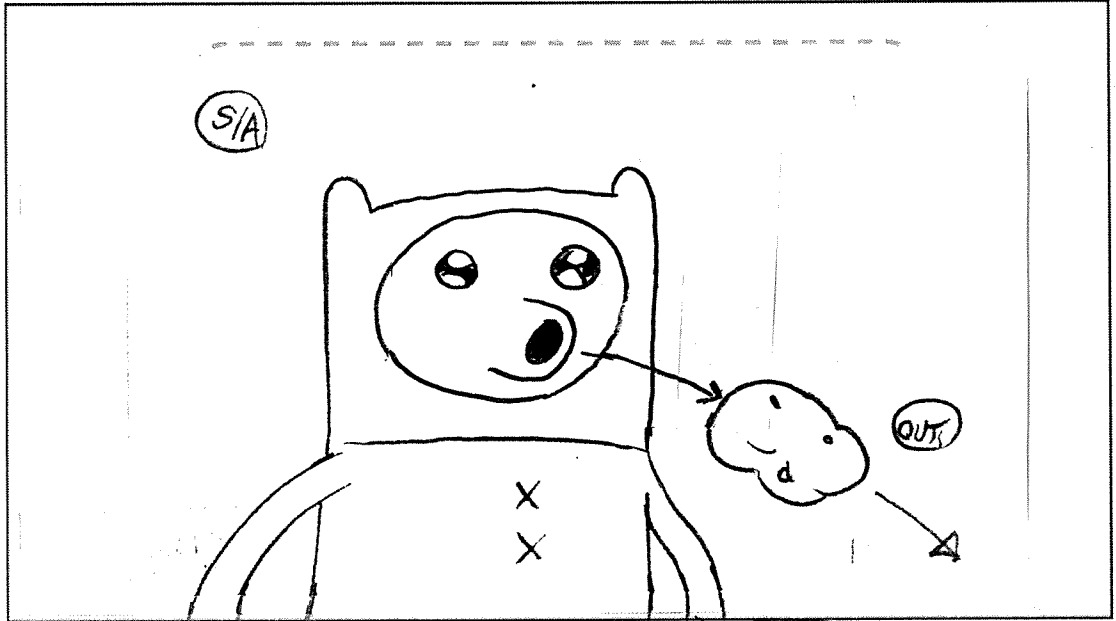


Sc. 65

Pnl. D

Bg.

day night



Dialog:		<u>F</u> : P-TOO!
SFX: *FWOOSH*		
Action:	THE BAG IS LIFTED OFF OF FINN'S HEAD.	FINN SPITS OUT A POTATO.
Timing:		

100233

EPISODE #

Production :



ADVENTURE TIME

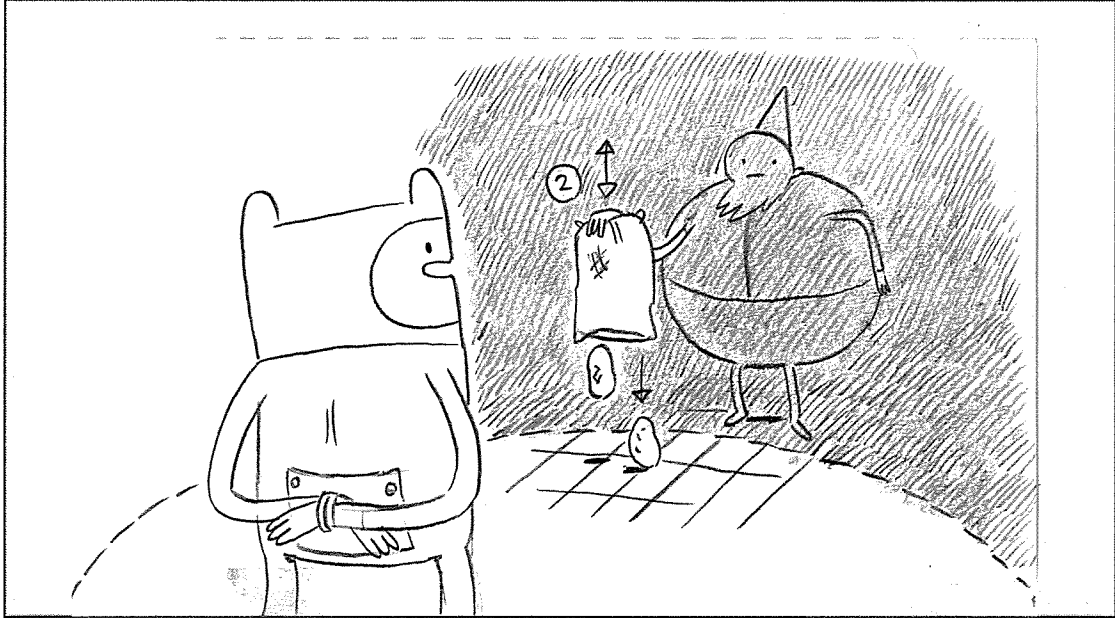


Sc. 66

Pnl. A

Bg.

day night

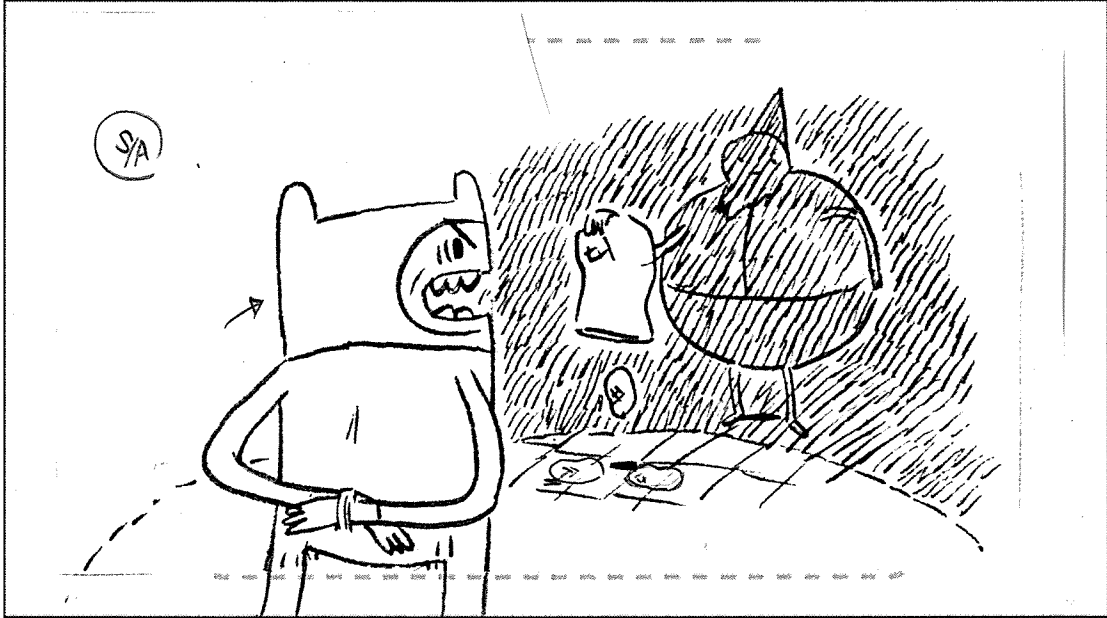


Sc. 66

Pnl. B

Bg.

day night



Dialog:

F: THANKS

F: NOW UNTIE ME SO I CAN BEAT YOU WITH THAT SACK!

Action:

STRANGER SHAKES THE SACK AND POTATOES FALL OUT.

Timing:



100233

EPISODE #

Production :



ADVENTURE TIME



Sc. 66

Pnl. C

Bg.

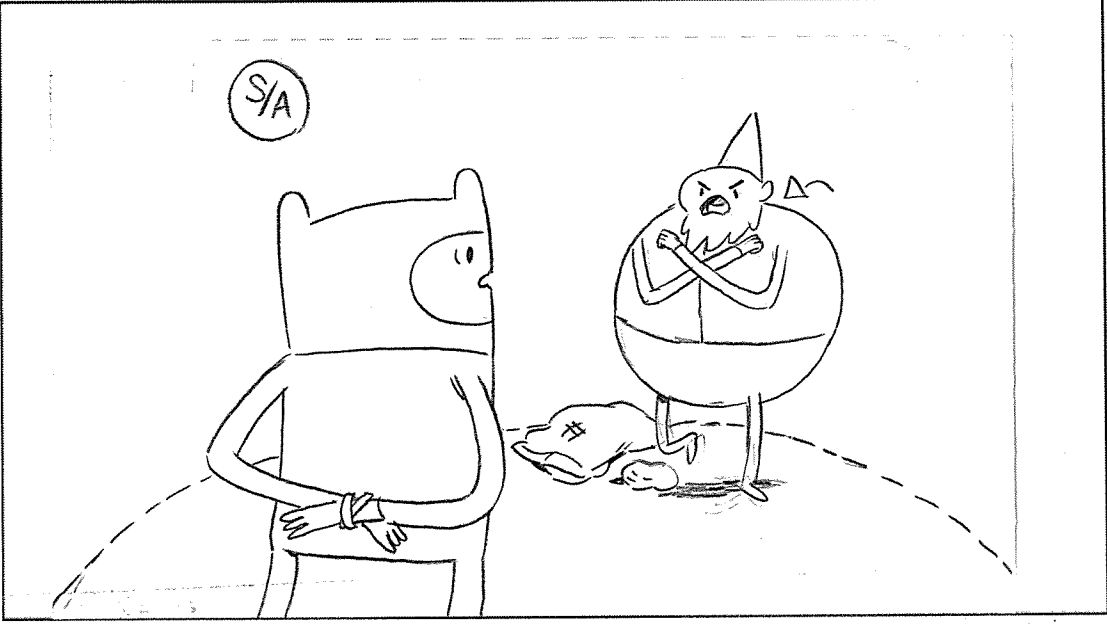
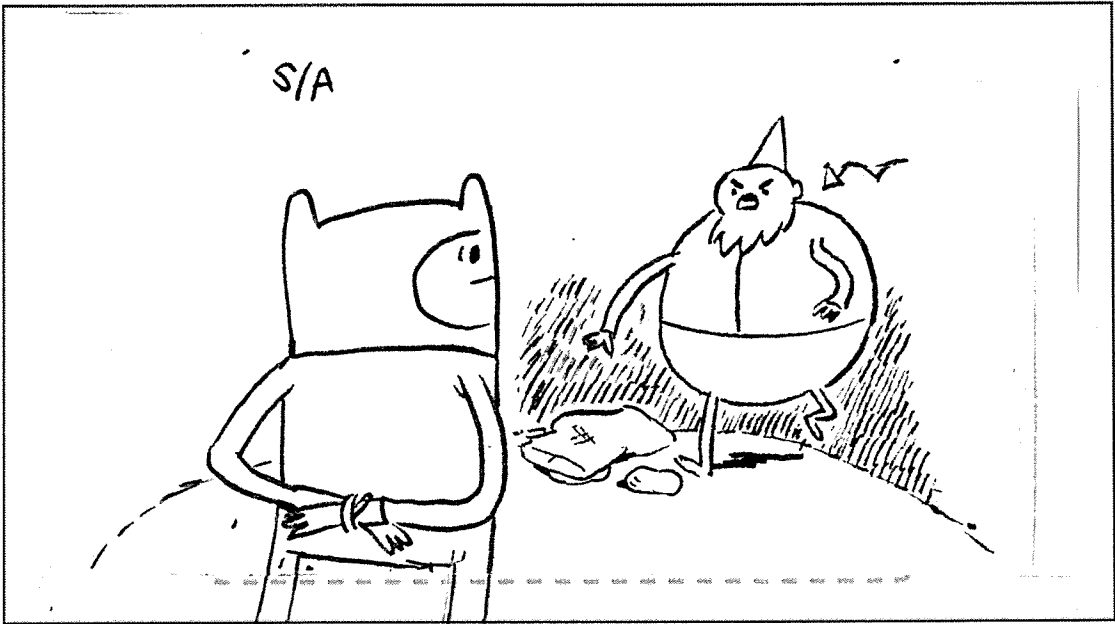
day night

Sc. 66

Pnl. D

Bg.

day night



Dialog:

G: ENOUGH!

G:

THE SACK TIMES ARE OVER.

Action:

STRANGER DROPS THE SACK. AND WALKS OUT OF THE SHADOWS

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



Page 74

Sc. 67

Pnl. A

Bg. R/T sc. 65

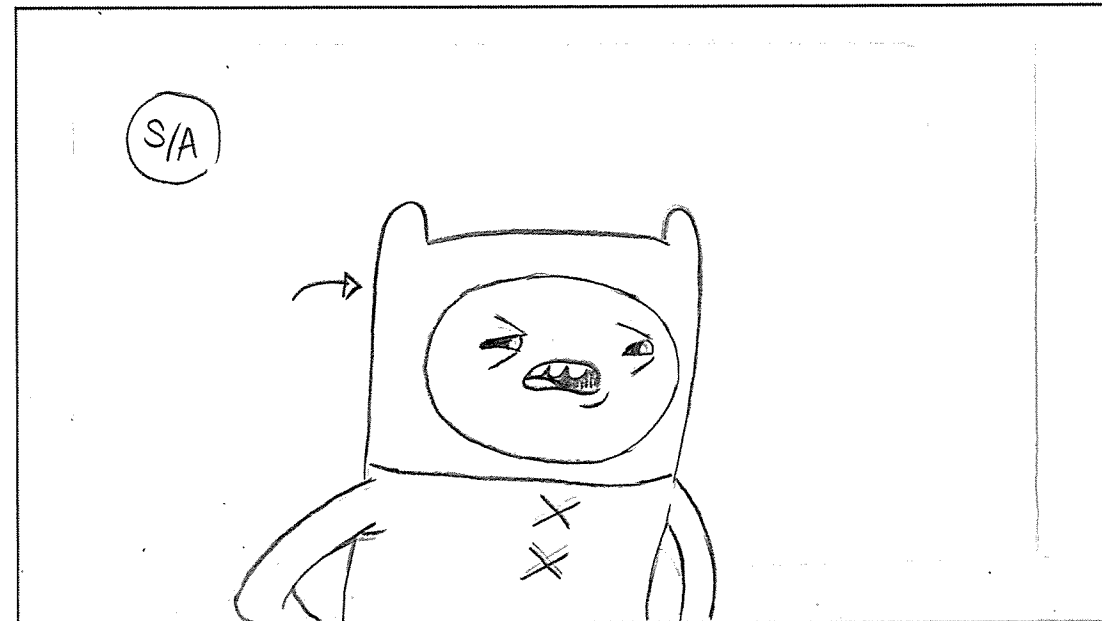
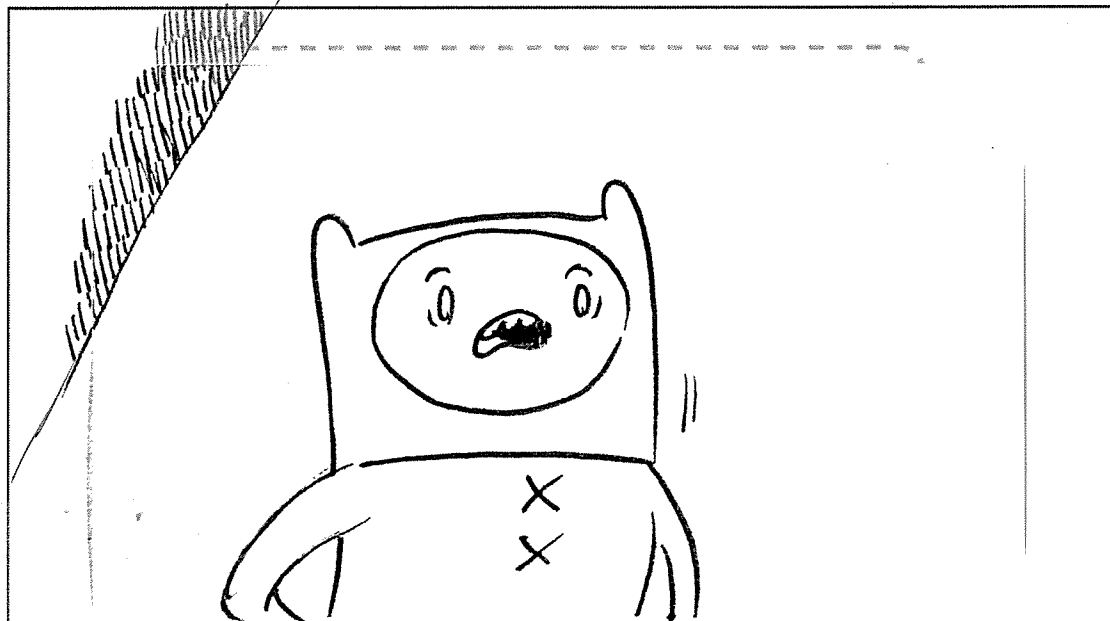
day night

Sc. 67

Pnl. B

Bg.

day night



Dialog:

F: WAIT A SEC-

F: YOU'RE THAT BIG WEIRD...

Action:

Timing:

100233

EPISODE #

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ADVENTURE TIME



Sc. 68

Pnl. A

Bg.

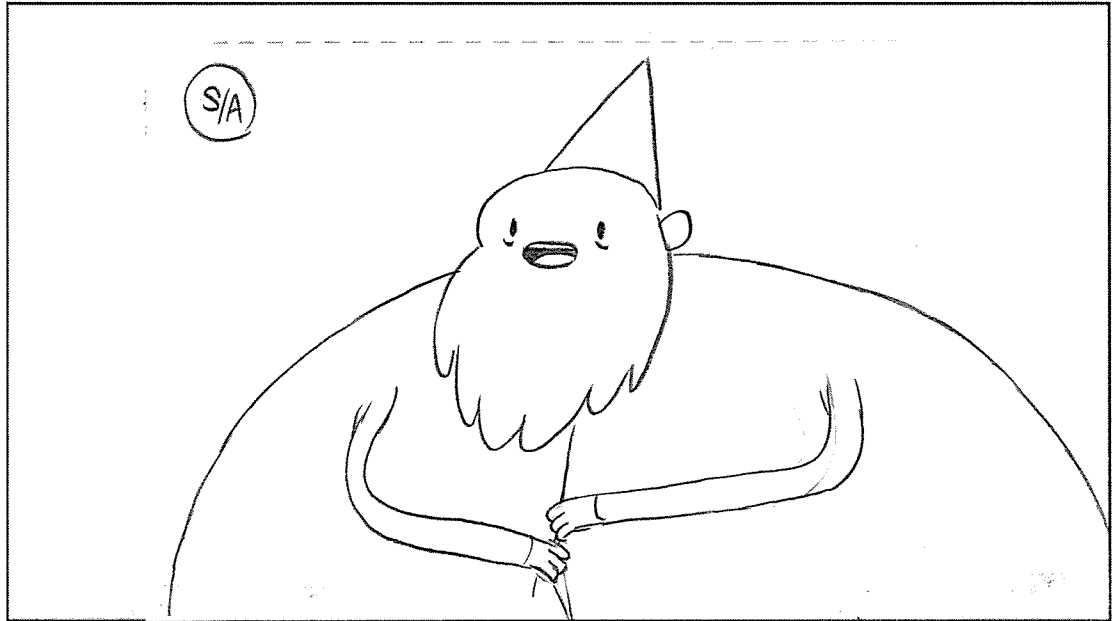
day night

Sc. 68

Pnl. B

Bg.

day night



<b>Dialog:</b> <u>G:</u> YES, THE CHARISMATIC STRANGER FROM LAST NIGHT!		<u>G:</u> ALSO...
<b>Action:</b>		
<b>Timing:</b>		

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Production :



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# ADVENTURE TIME



Sc. 69

Pnl. A

Bg.

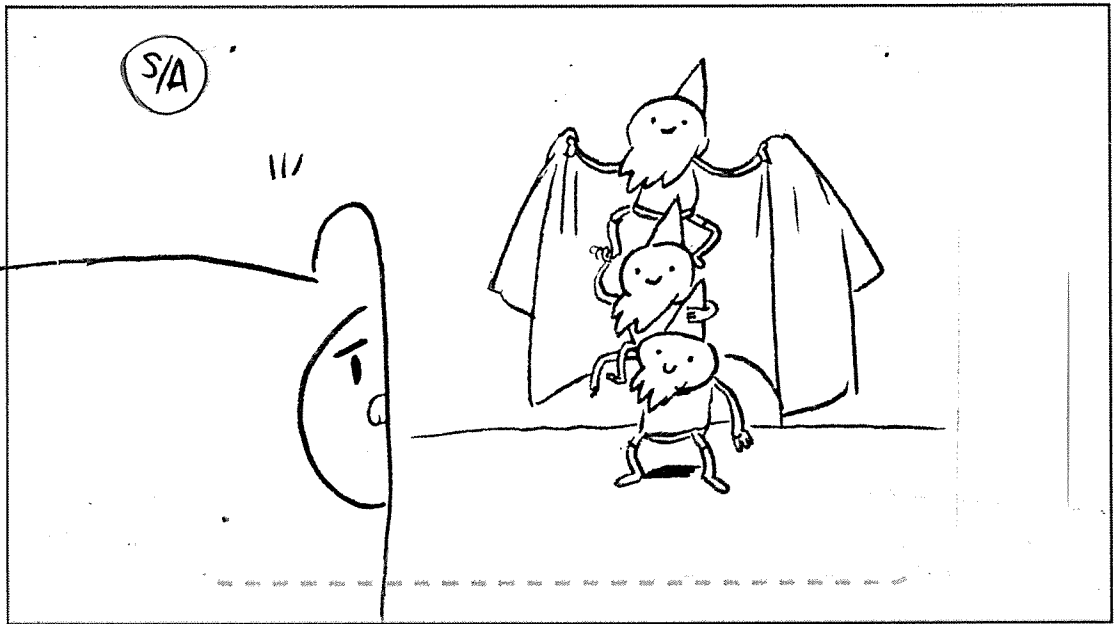
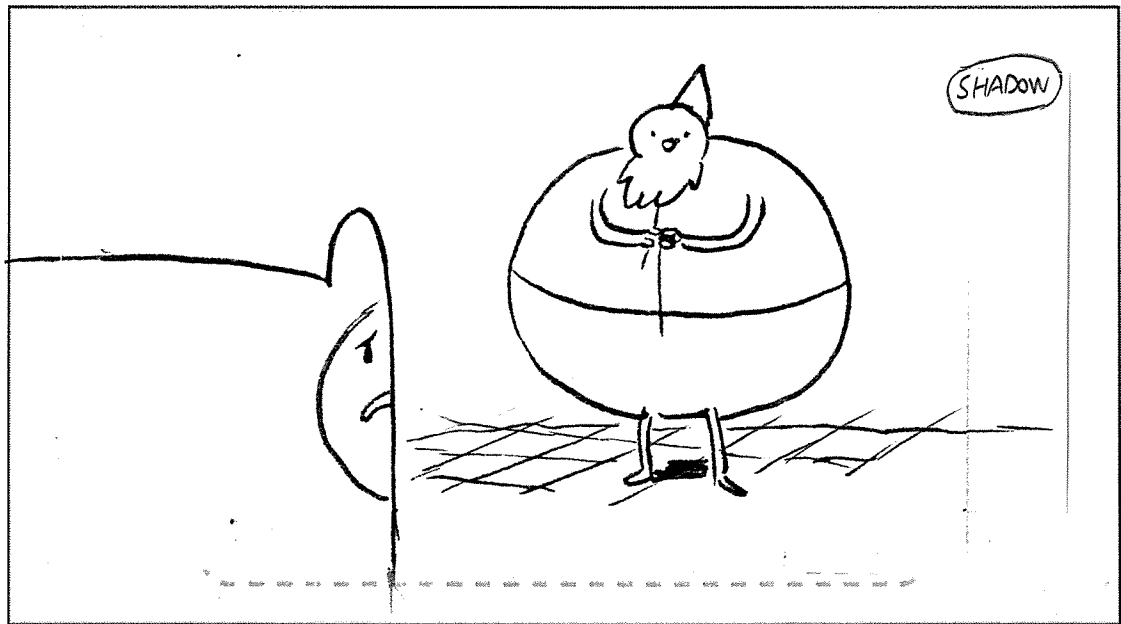
day night

Sc. 69

Pnl. B

Bg.

day night



Dialog:	<u>G</u> : THE GRANDMASTER OF THE GNOMES ...	SFX: WHOOSH!:
Action:		
Timing:		

100233

EPISODE #

Production :



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ADVENTURE TIME



Sc. 70

Pnl. A

Bg. <sup>R/T</sup> SC. 65

day night

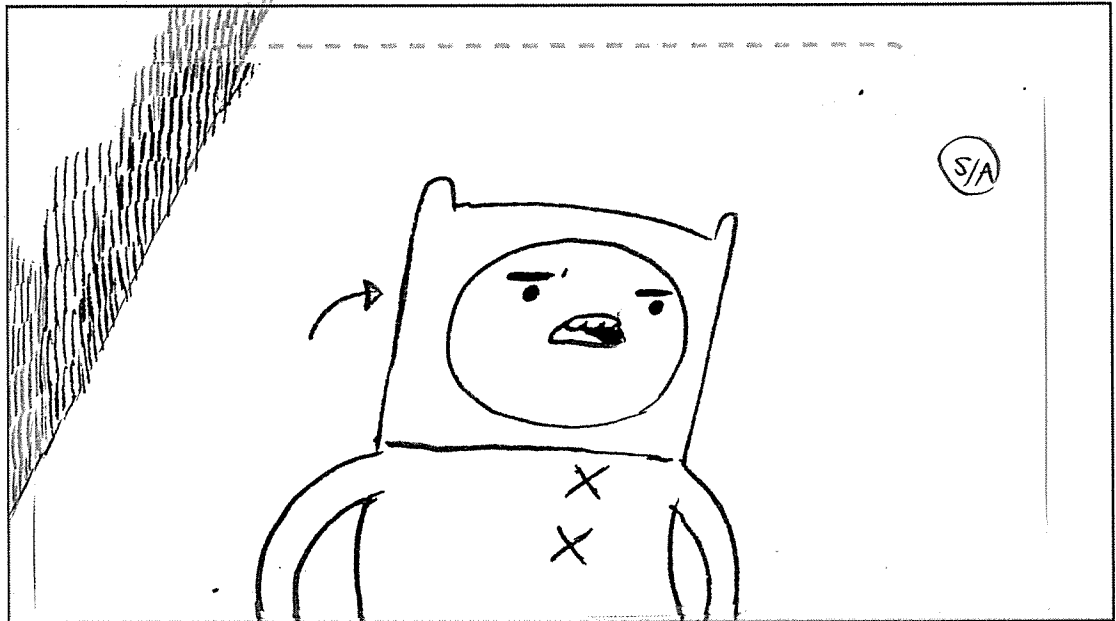


Sc. 70

Pnl. B

Bg.

day night



Dialog:	<u>E</u> : HEY, YOU'RE NOT A <u>BIG</u> WEIRD GUY... <u>E</u> : YOU'RE A BUNCHA' ...
Action:	
Timing:	

EPISODE # 100233

Production :

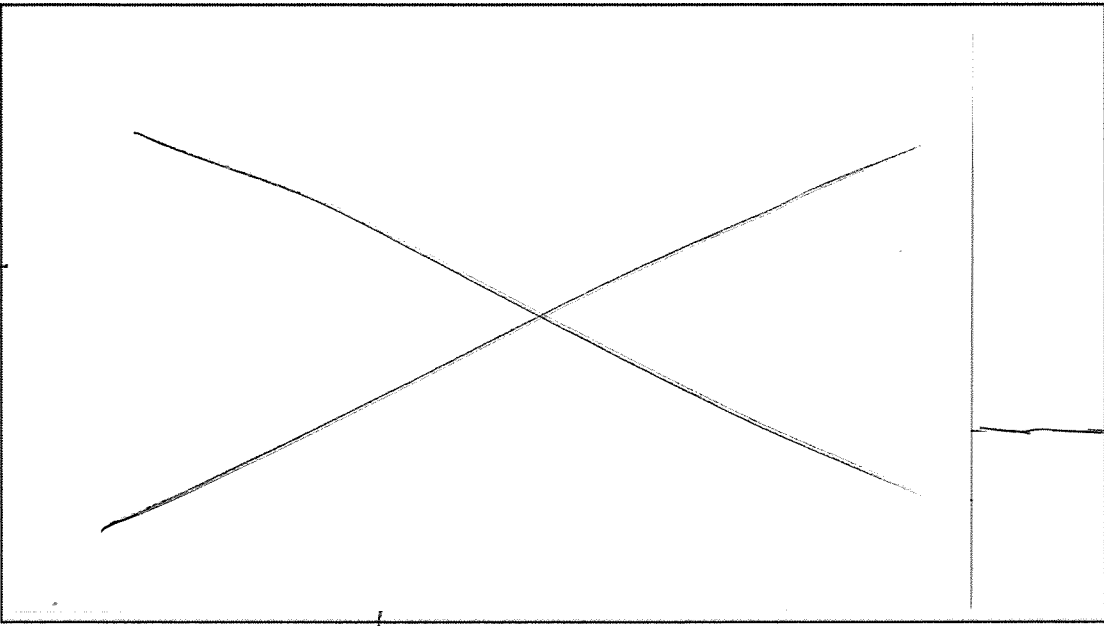
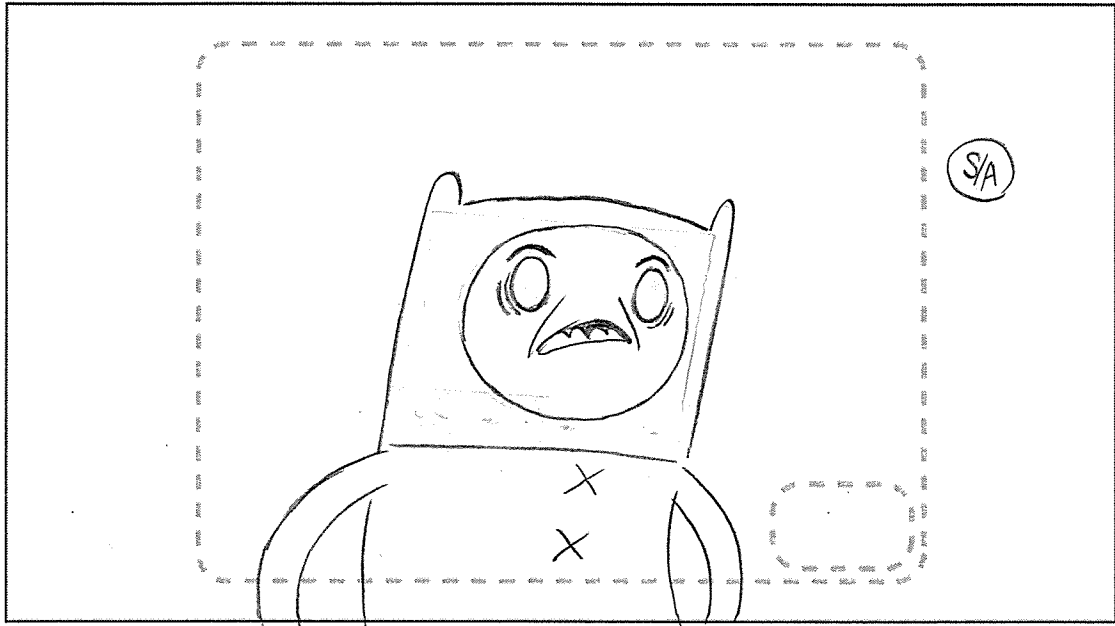


ADVENTURE TIME



R/T Sc. 69 Page 78 → 80 NEXT

Sc. 70 Pnl. C Bg. day night Sc. 71 Pnl. A Bg. day night



Dialog:	<div>17. <u>LITTLE WEIRD GUYS</u></div>
Action:	
Timing:	

EPISODE # 100233  
Production :



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ADVENTURE TIME

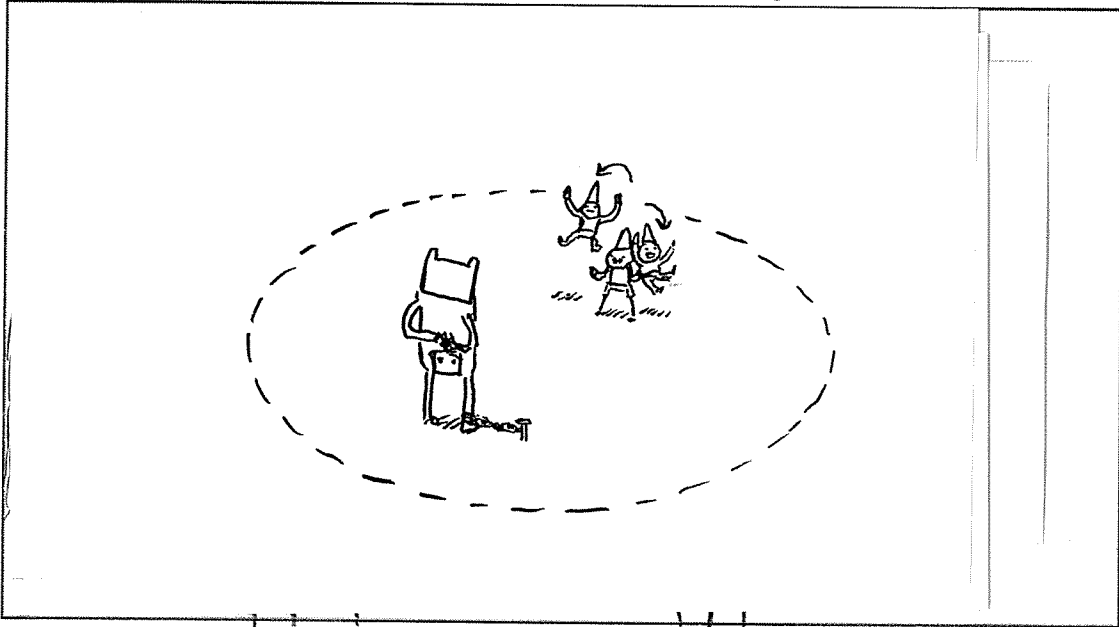


Sc. 72

Pnl. A

Bg. R/T SC. 65

day night

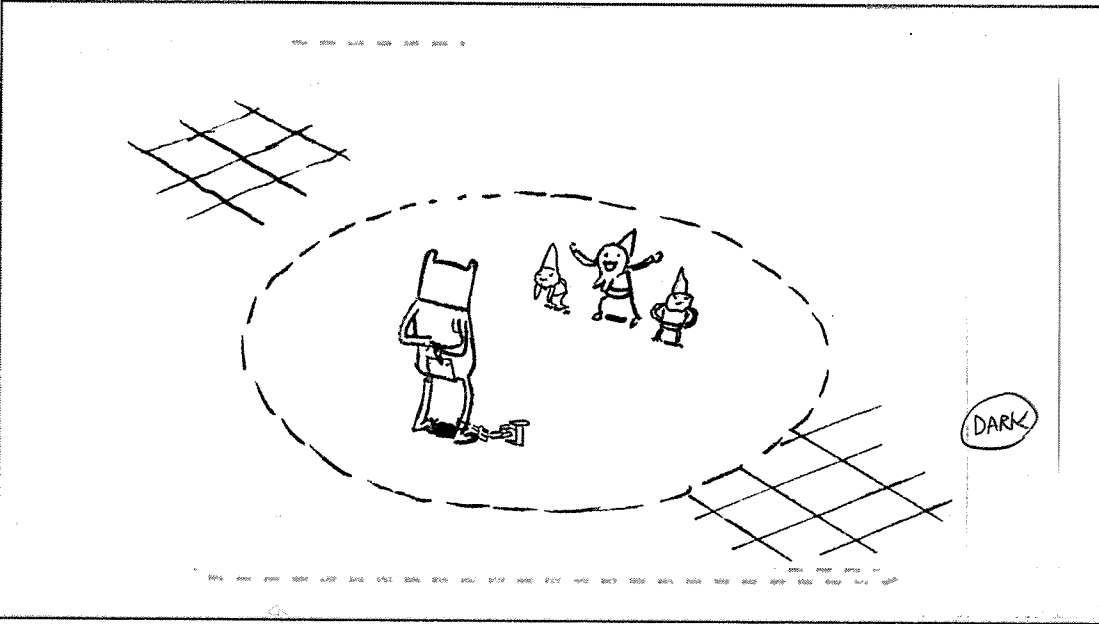


Sc. 73

Pnl. A

Bg.

day night



Dialog:

(walla)  
GNOMES: Hup Hup Hup!

G: COME HITHER MY GNOME BROTHERS!

Action:

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME

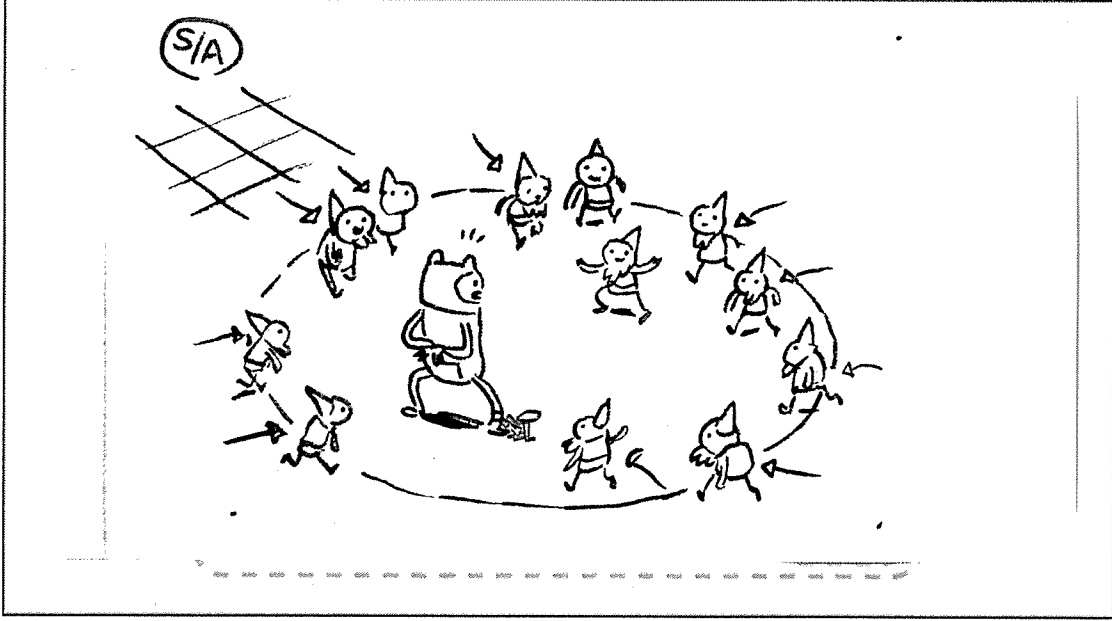


Sc. 73

Pnl. B

Bg.

day night



Sc. 74

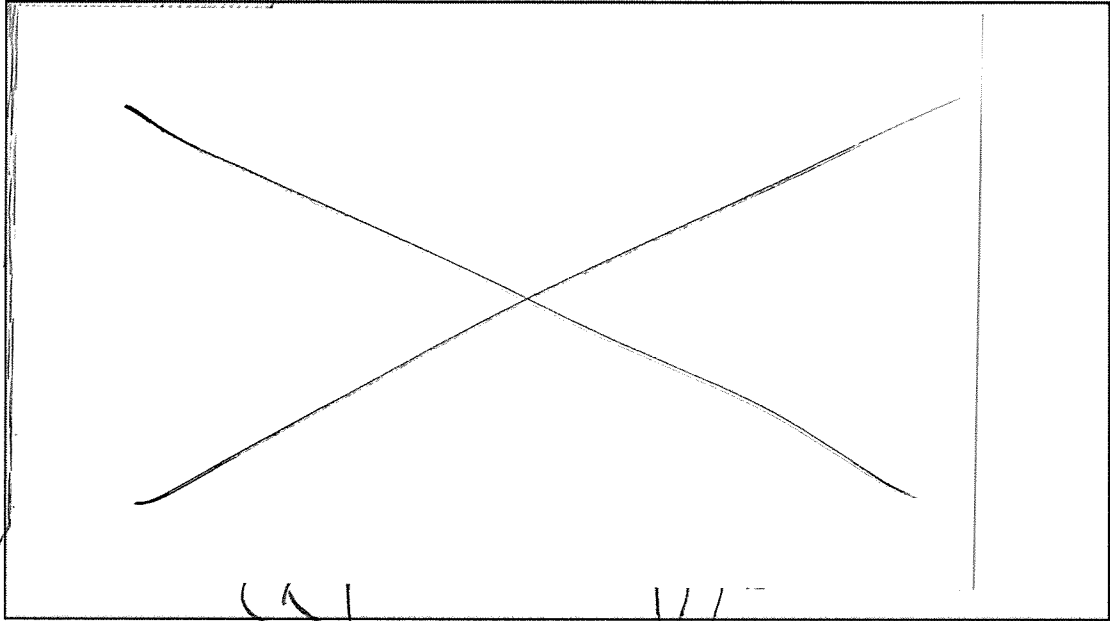
Pnl. A

Bg.

R/T SC. 65

Page 81

day night



Dialog:

GNOMES : (WALLA) HI. HI.  
HOW'S IT GOING?

Action:

GNOMES WALK OUT OF THE SHADOWS

Timing:

200233

EPISODE #

Production :



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# ADVENTURE TIME

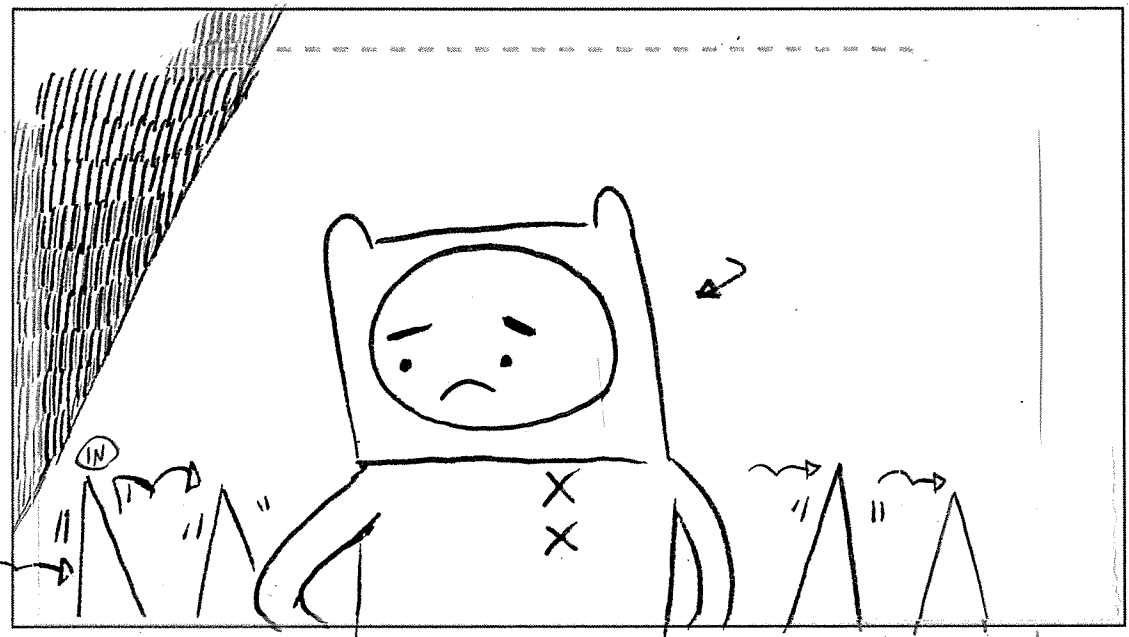


Sc. 74

Pnl. B

Bg.

day night

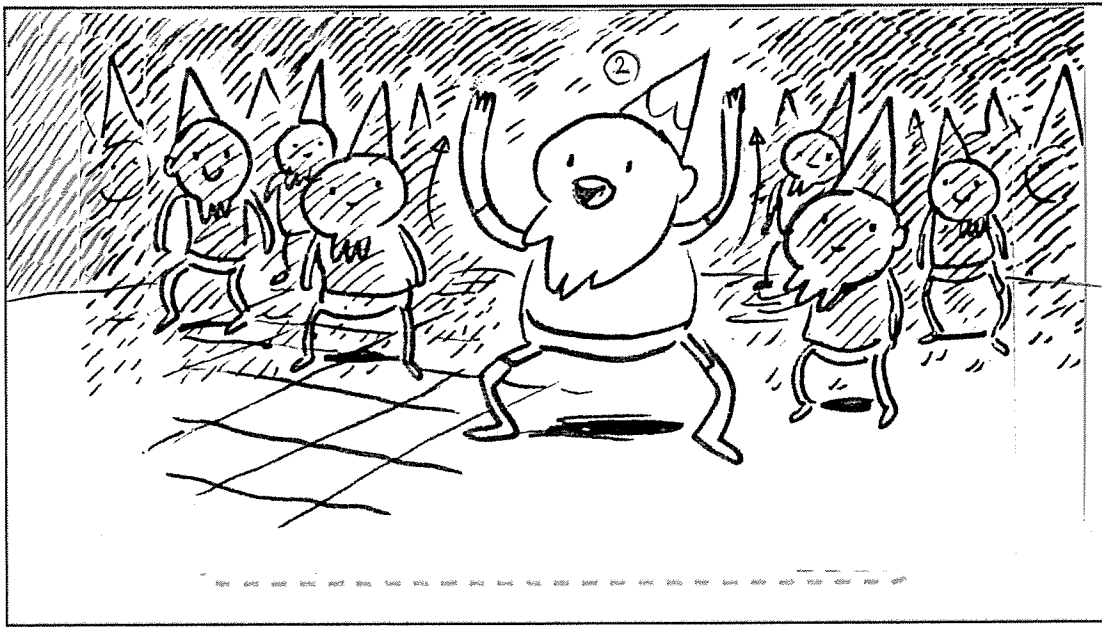


Sc. 75

Pnl. A

Bg.

day night



Dialog:	G: (walla continues) oh hello.. mmm yes. hi.. hi..
Action:	
Timing:	



100233

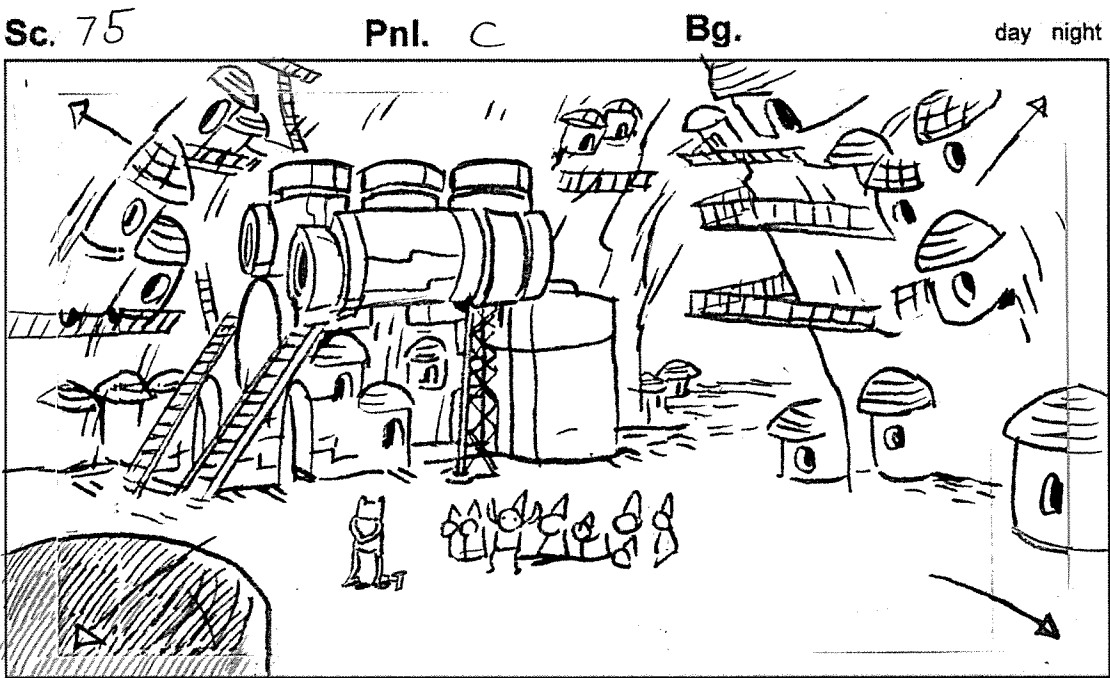
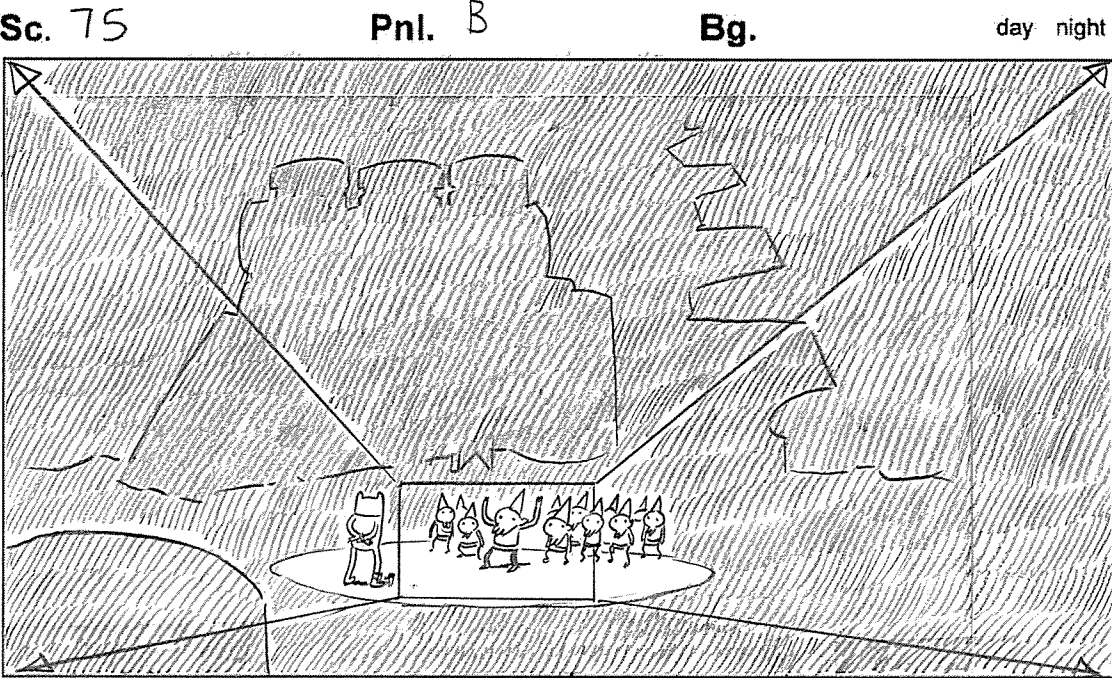
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	<u>G</u> : TO THE BENEATH AVERSE!
Action:	FAST TRUCK OUT THE REST OF THE CHAMBER IS ILLUMINATED.
Timing:	

100233  
EPISODE #  
Production :



ADVENTURE TIME

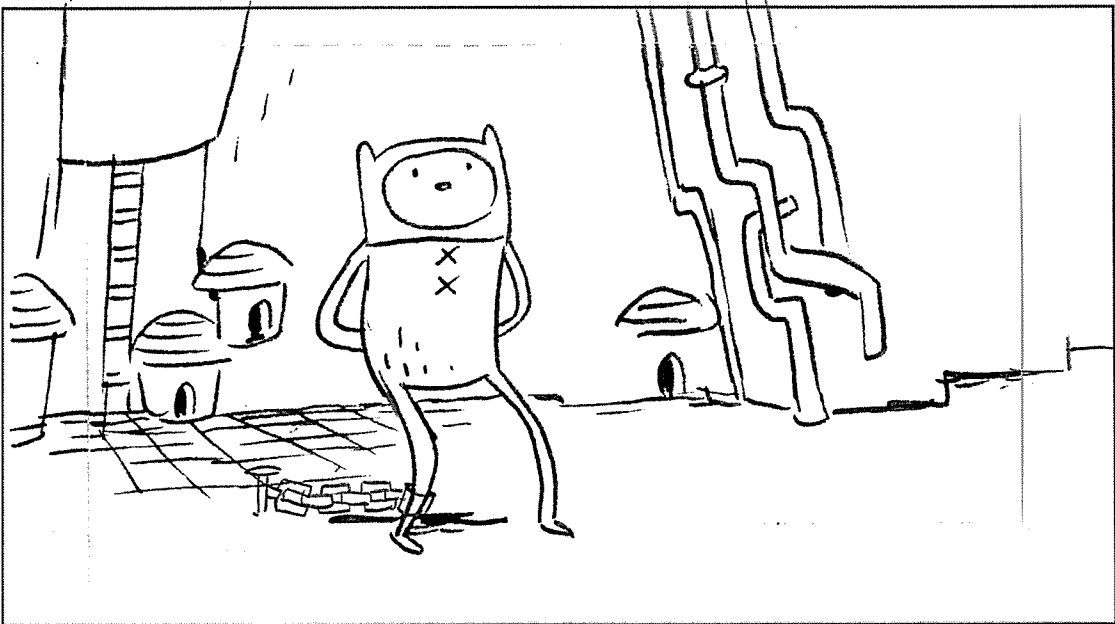


Sc. 76

Pnl. A

Bg.

day night

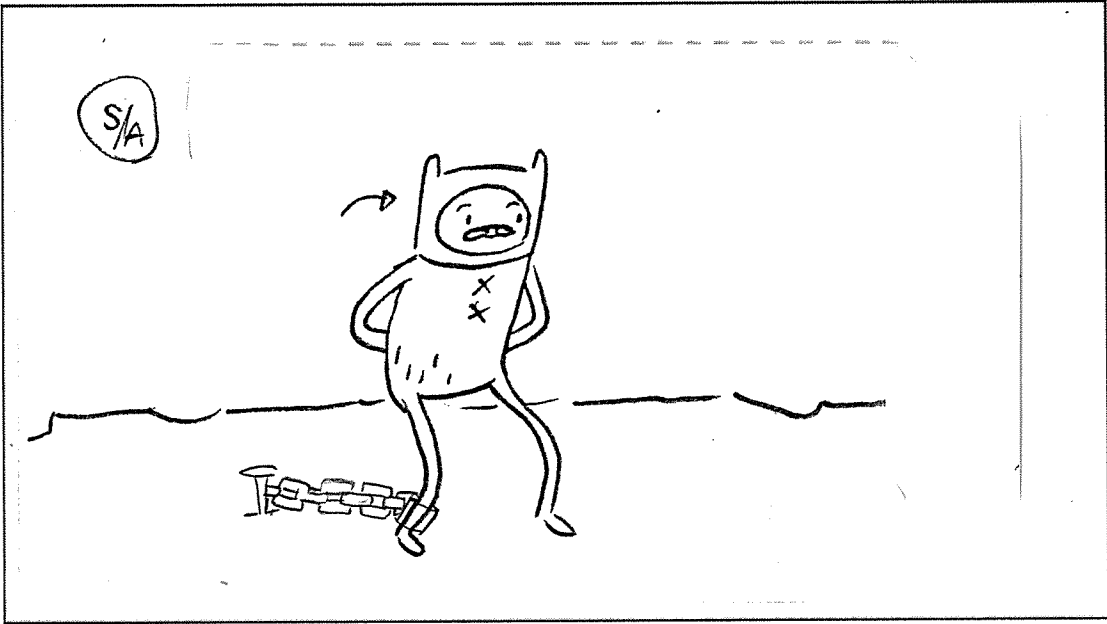


Sc. 76

Pnl. B

Bg.

day night



Dialog:

F: (CASUAL) S! PRETTY NICE ...

F: UH, HEY. LISTEN, YOU GUYS SEEM  
PRETTY FRIENDLY FOR KIDNAPPERS.

Action:

Timing:

EPISODE #

100233

Production :

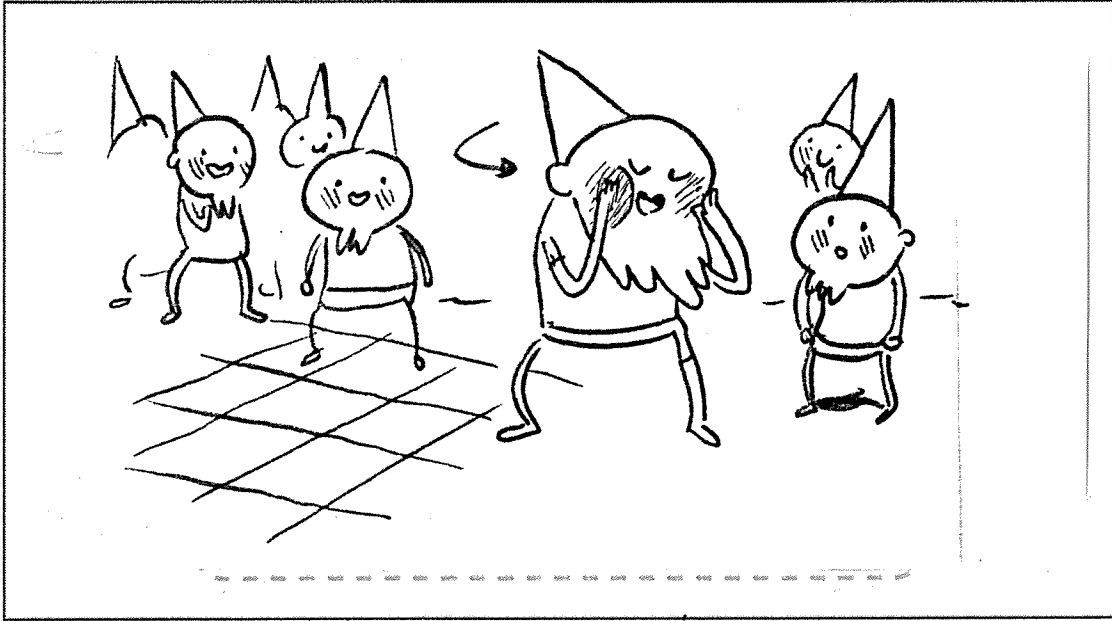


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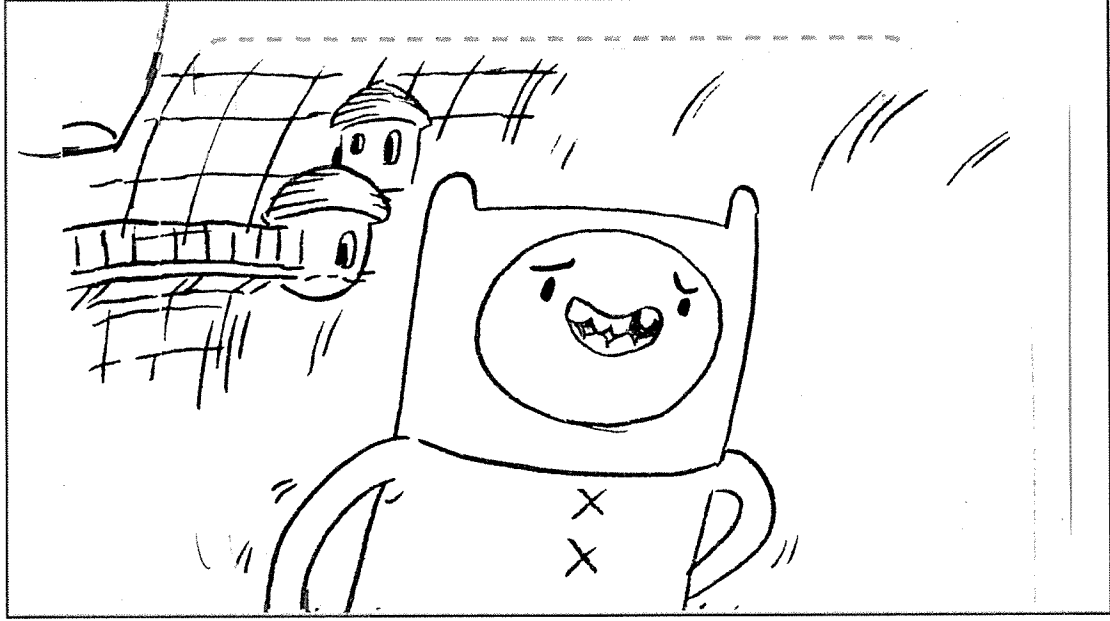
ADVENTURE TIME



Sc. 77 Pnl. A Bg. R/T SC. 75 day night



Sc. 78 Pnl. A Bg. day night



Dialog:	G: OH SHUCKS.. *embarrassed laughter*	F: SO WHY NOT UNTIE ME...
Action:	GNOME LEADER BLUSHES	
Timing:		

100233  
EPISODE #  
Production :



# ADVENTURE TIME



Sc. 78

Pnl. B

Bg.

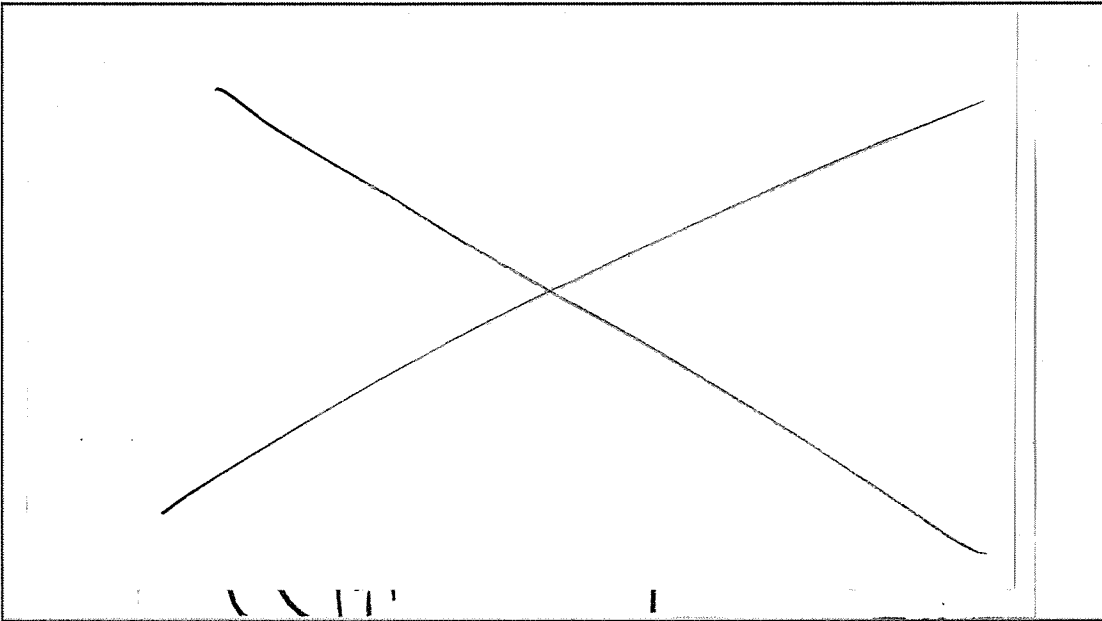
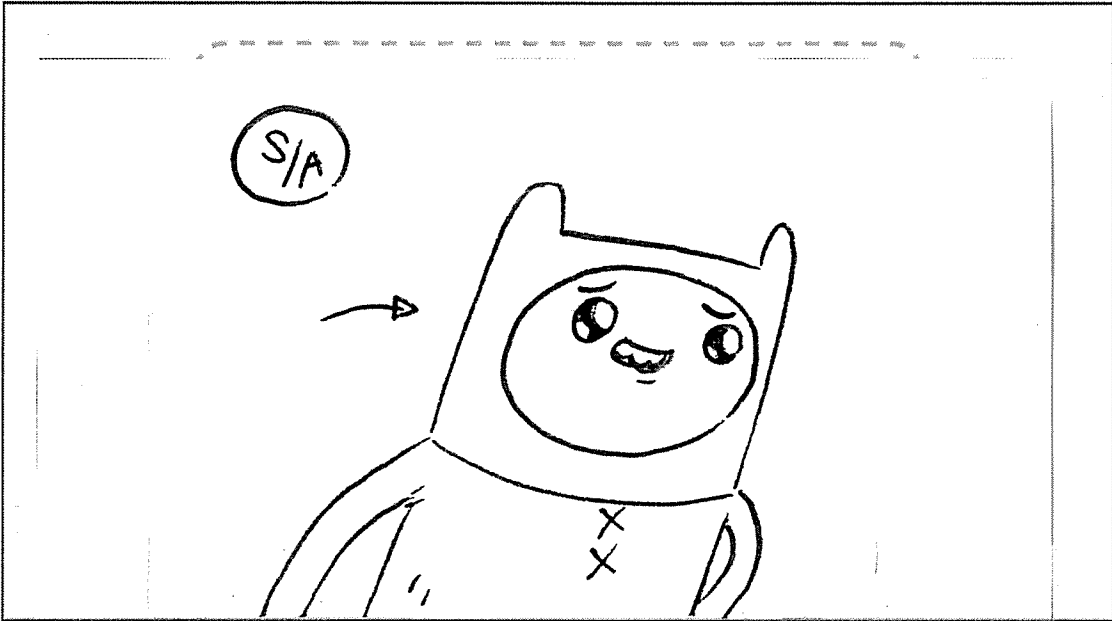
day night

Sc. 78

Pnl. C

Bg.

day night



Dialog: F: AND WE CAN PRETEND THIS WHOLE THING DIDN'T HAPPEN...

Action:

Timing:


100233

EPISODE #

Production :



# ADVENTURE TIME



Page 87

Sc. 79

Pnl. A

Bg.

day night

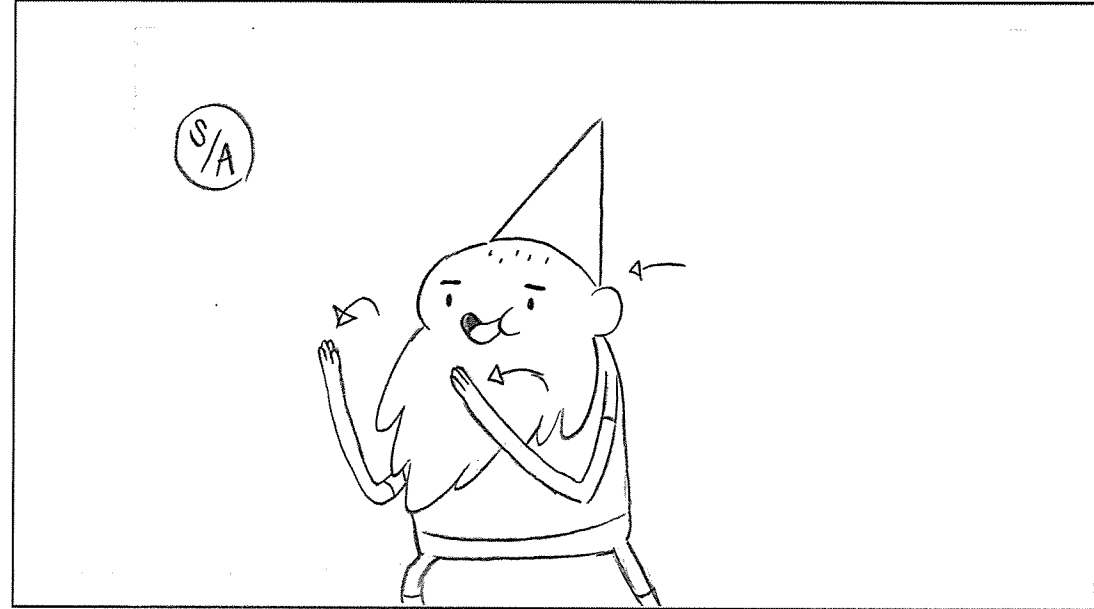


Sc. 79

Pnl. B

Bg.

day night



Dialog:

G: OH, WE COULDN'T POSSIBLY...

G: Y'SEE...

Action:

GNOMELEADER BEGINS WALKING TOWARDS FINN

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



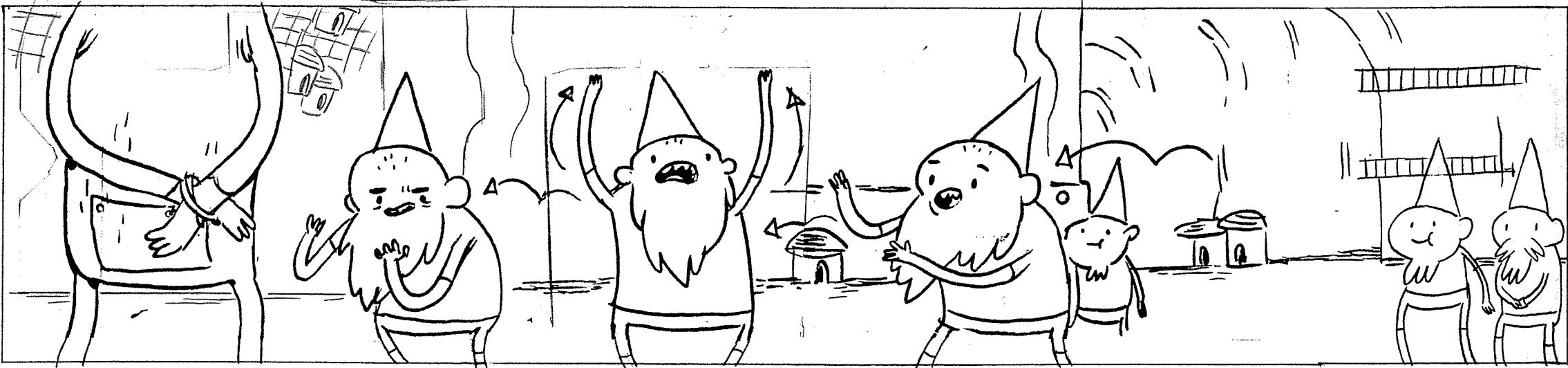
Sc. 79

Pnl. C

Bg.

day night

PAN w/ACTION



Dialog:

G: I'VE BEEN SEARCHING \_\_\_\_\_ SEARCHING FOR THE \_\_\_\_\_ A "LIVING DYNAMO"  
ALL OVER OOO... \_\_\_\_\_ ULTIMATE POWER SOURCE

Action:

Timing:

EPISODE #

100233

Production :



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ADVENTURE TIME

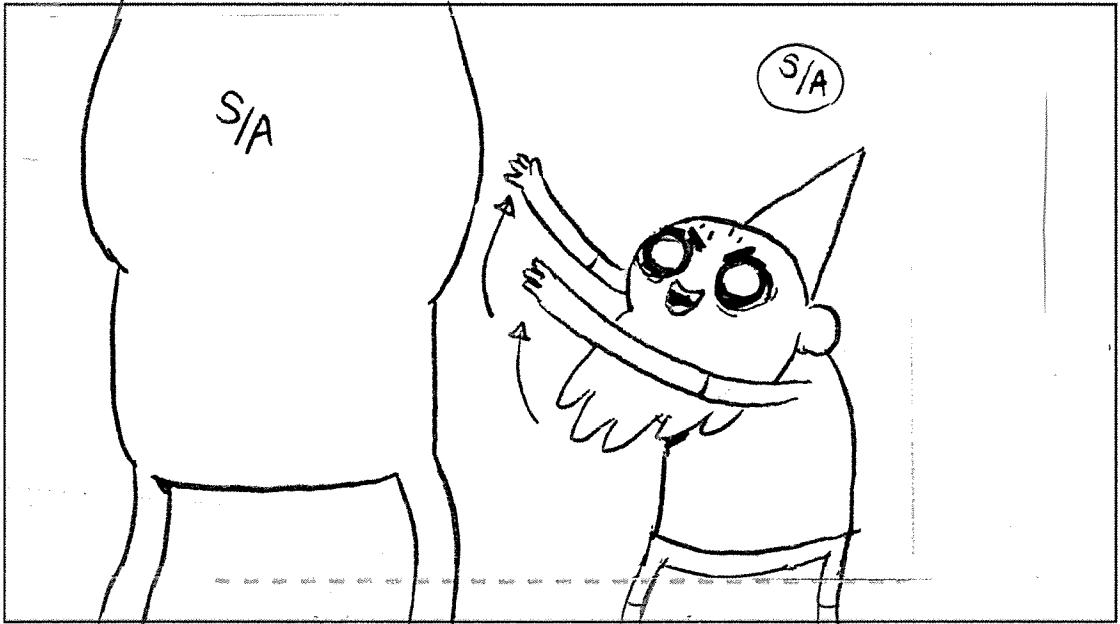


Sc. 79

Pnl. D

Bg.

day night

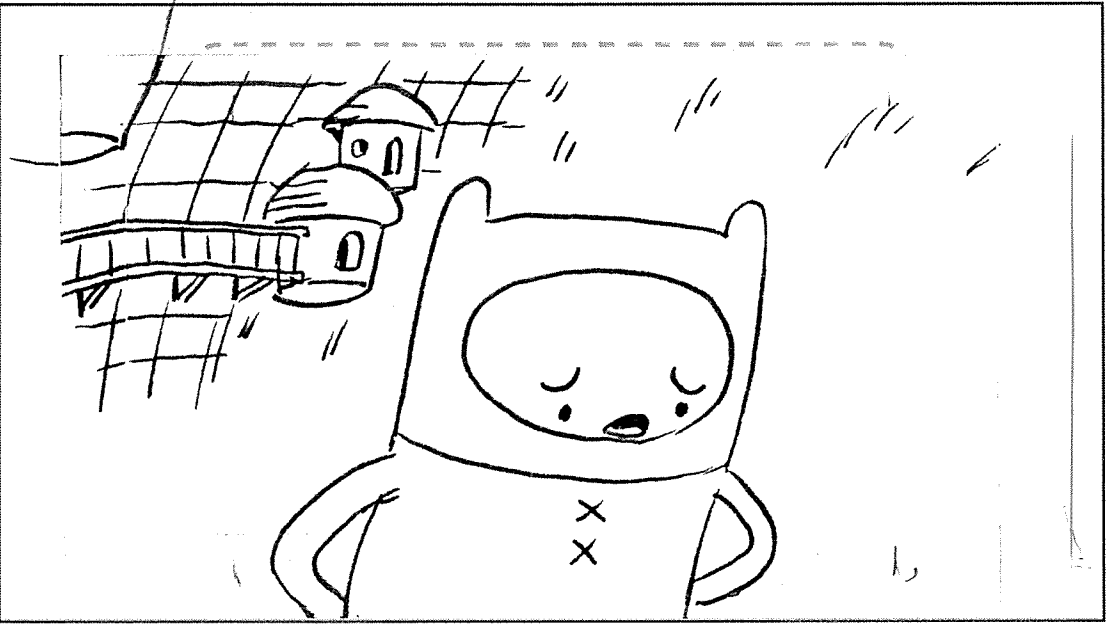


Sc. 80

Pnl. A

Bg.

day night



R/T SC. 78 Page 89

Dialog:	
<u>G</u> : SOMETHING THAT "NEVER SLOWS DOWN" YOU MIGHT SAY.	<u>F</u> : UH-OH.
Action:	
Timing:	

EPISODE # 100233

Production :

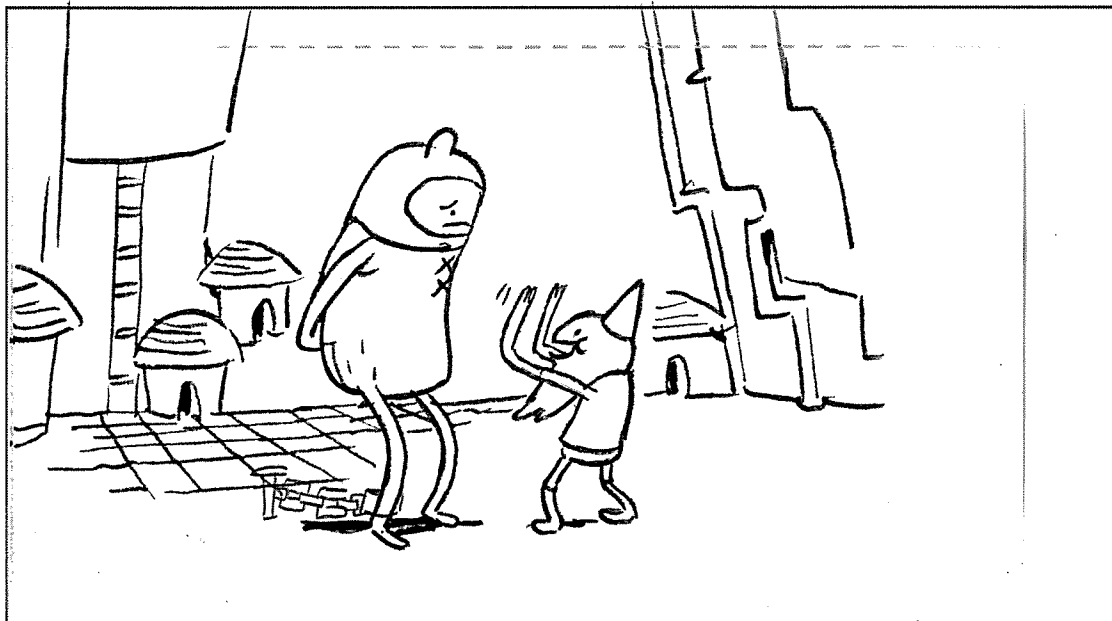


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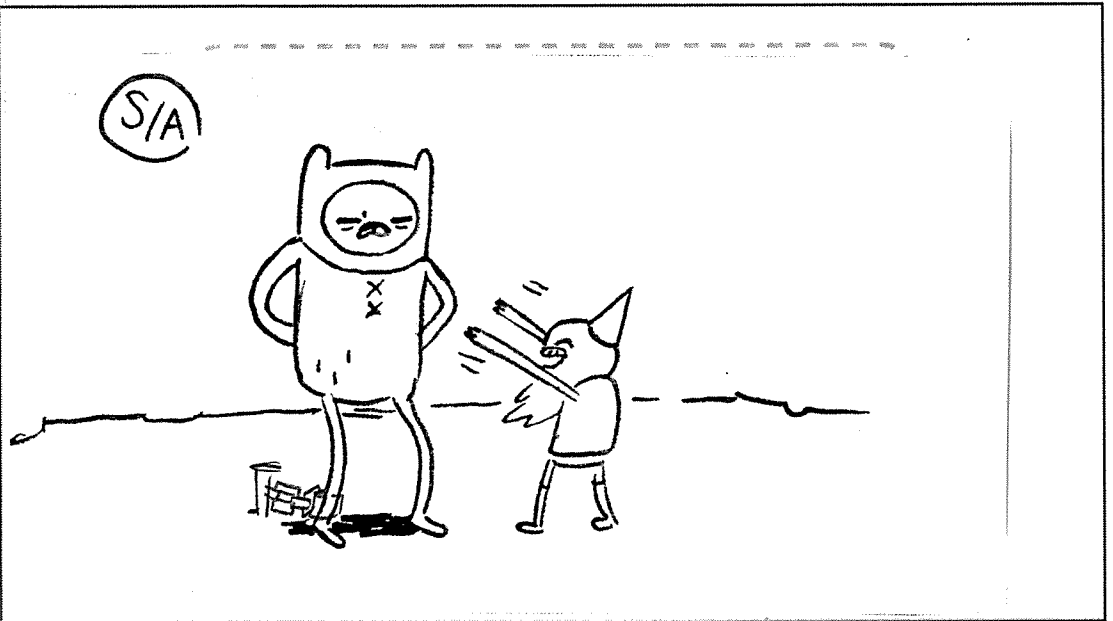
ADVENTURE TIME



Sc. 81 Pnl. A Bg. RT SC. 76 day night



Sc. 81 Pnl. B Bg. day night



Dialog:	<u>G</u> : AND LAST NIGHT, I FINALLY FOUND --	<u>E</u> : IT'S ME...	<u>G</u> : YES, IT'S <u>YOU</u> !!
Action:			
Timing:			

EPISODE # 100233  
Production :

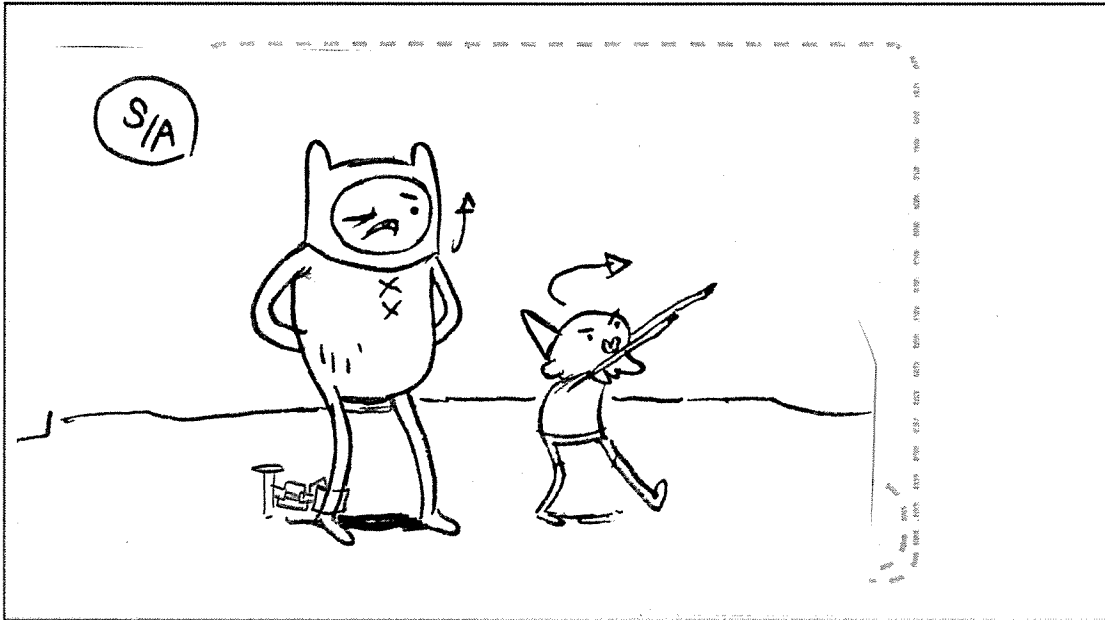
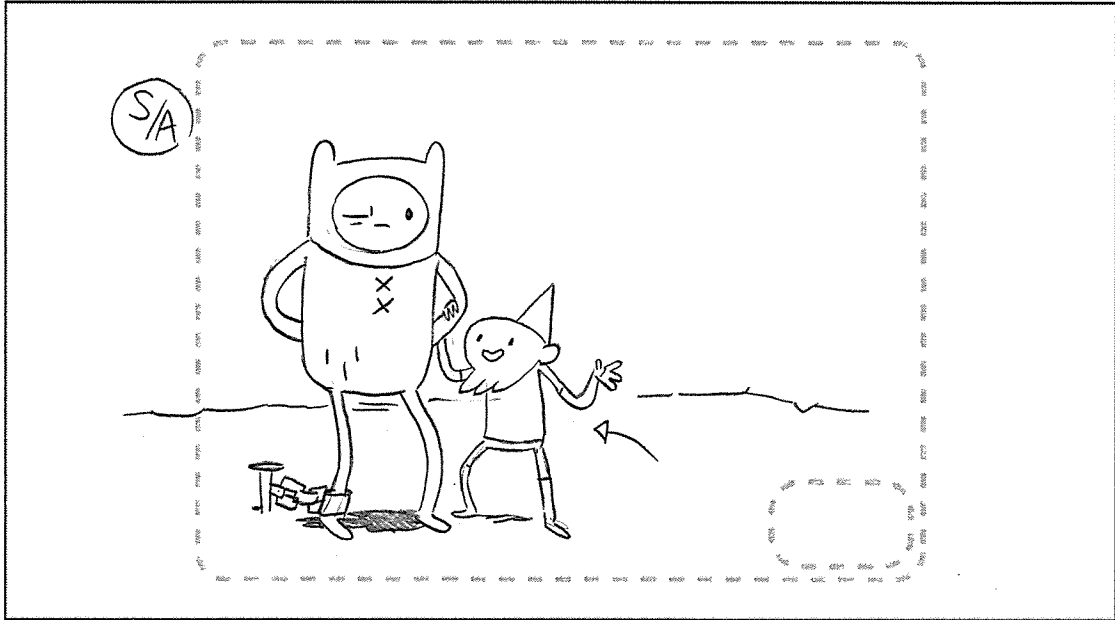


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ADVENTURE TIME



Sc. 81 Pnl. C Bg. day night Sc. 81 Pnl. D Bg. day night



Dialog:	G: YOU WILL HAVE THE GREAT HONOR OF POWERING...	G: OUR INFERNAL MACHINE:
Action:		
Timing:		

EPISODE # 100233  
Production :



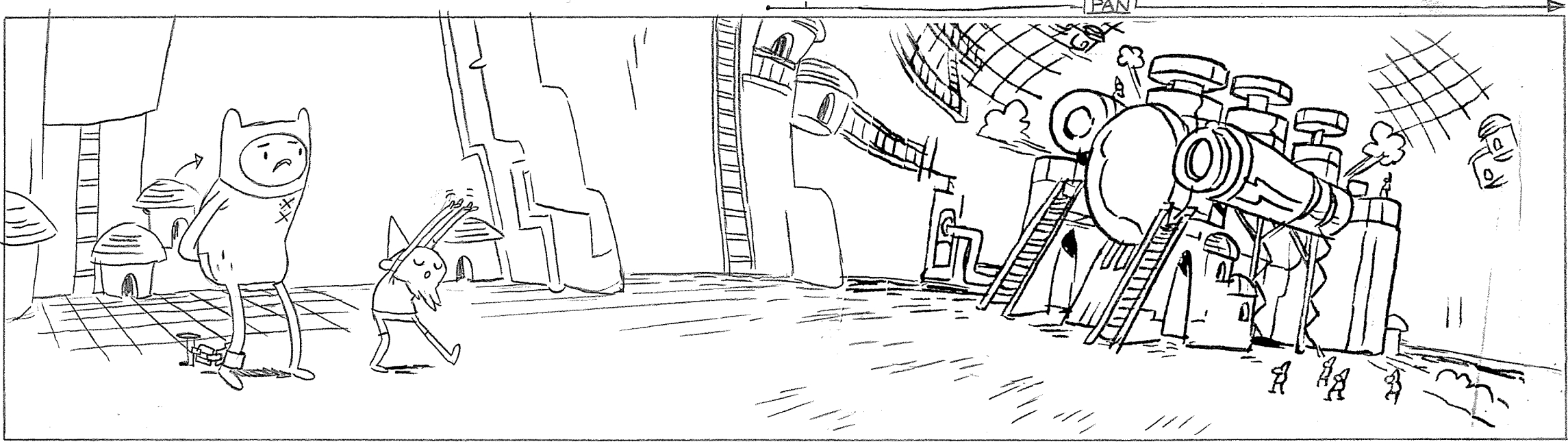
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ADVENTURE TIME



Page 92

Sc. 81 Pnl. E Bg. day night Sc. Pnl. E Bg. day night



Dialog:	<u>G</u> : (9/5) THE UPTURN-OVER-DRIVE!	
	<u>SFX</u> : [STEAM HISS]	
Action:	GNOME WIGGLES HIS FINGERS	————— PAN OVER TO UPTURNOVERDRIVE —————>
Timing:		

EPISODE # 100233  
Production :



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# ADVENTURE TIME



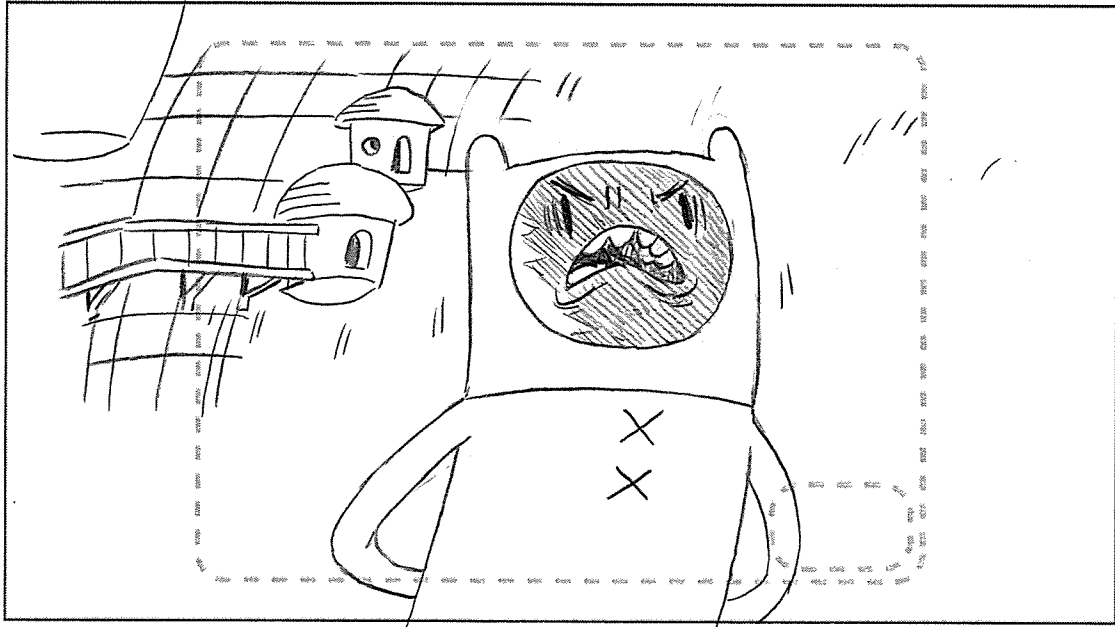
Page 93

Sc. 82

Pnl. A

Bg. R/T SC. 78

day night

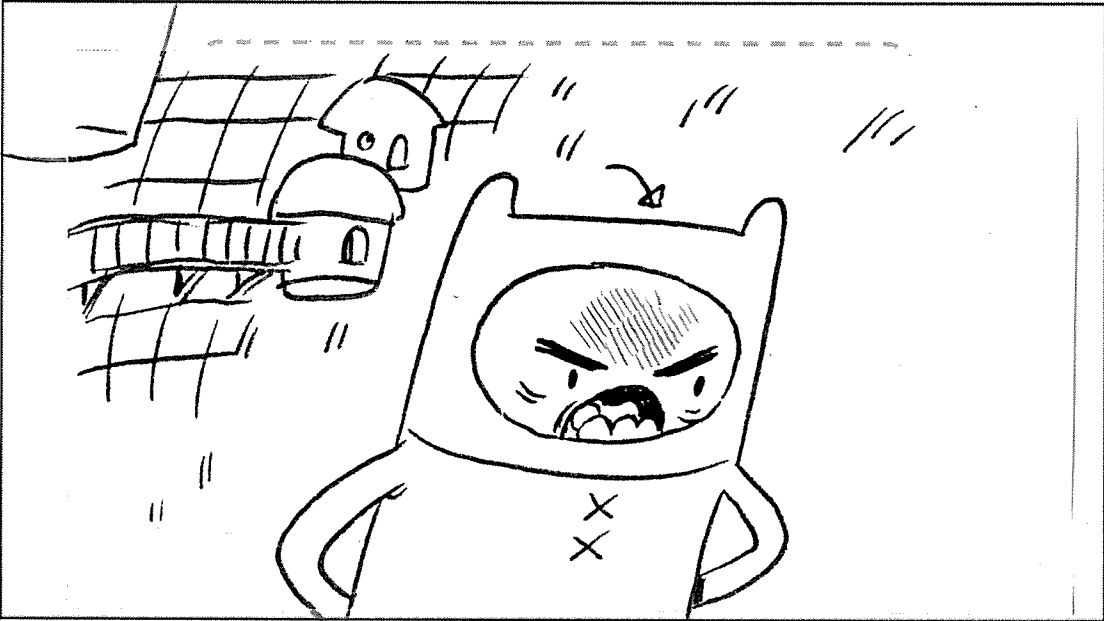


Sc. 82

Pnl. B

Bg.

day night



Dialog:

F: You FIEND!

F: (CONFUSED) AND THAT DOES WHAT NOW?

Action:

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



Sc. 83

Pnl. A

Bg. R/T. SC. 79

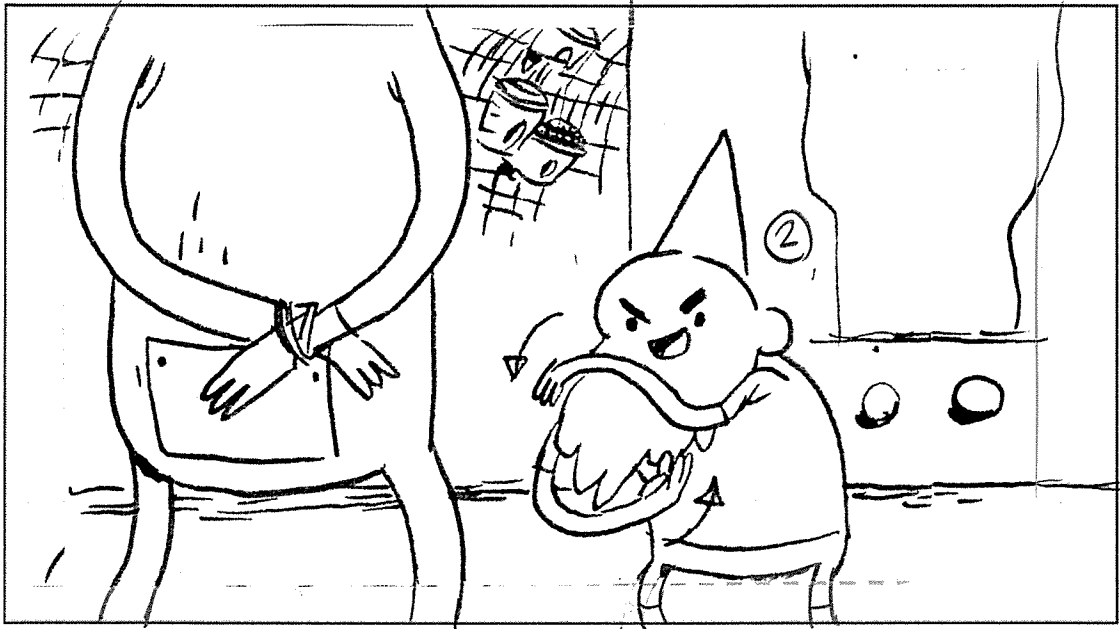
day night

Sc. 83

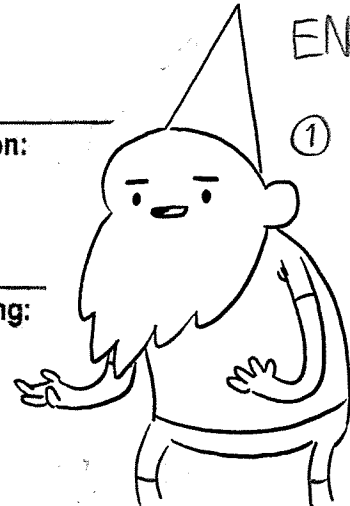
Pnl. B

Bg.

day night



Dialog:	G: IT WILL FLIP OVER THE ENTIRE WORLD!	G: THEN <u>WE'LL</u> BE THE ONES ON TOP.
Action:		
Timing:		



10^233

EPISODE #

Production :



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ADVENTURE TIME



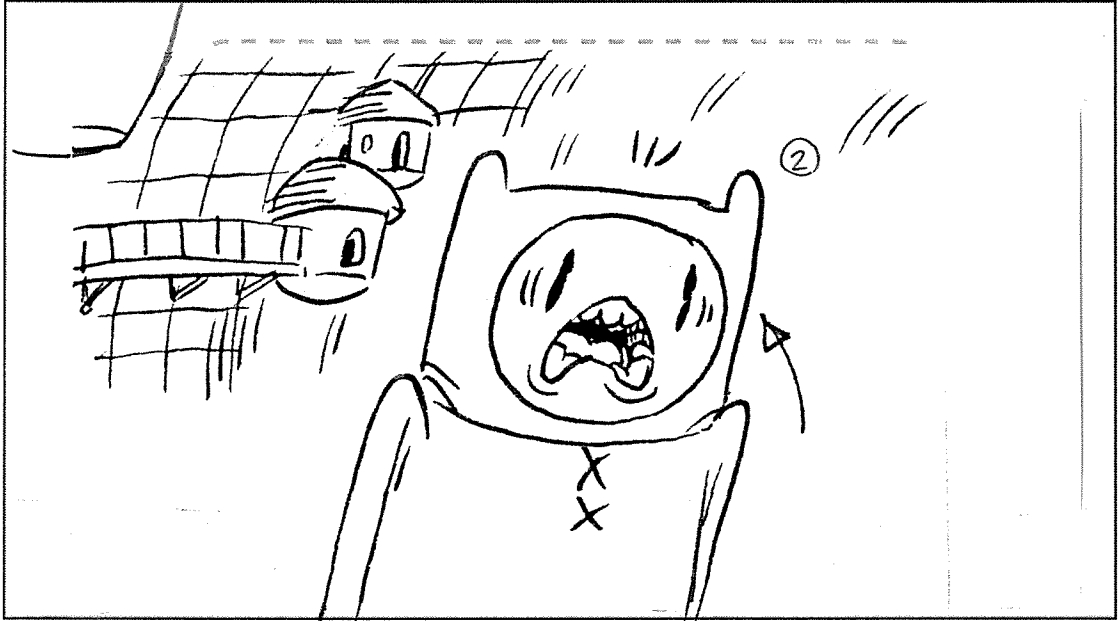
RIT SC. 76 Page 95

Sc. 84

Pnl. A

RIT SC. 78 Bg.

day night

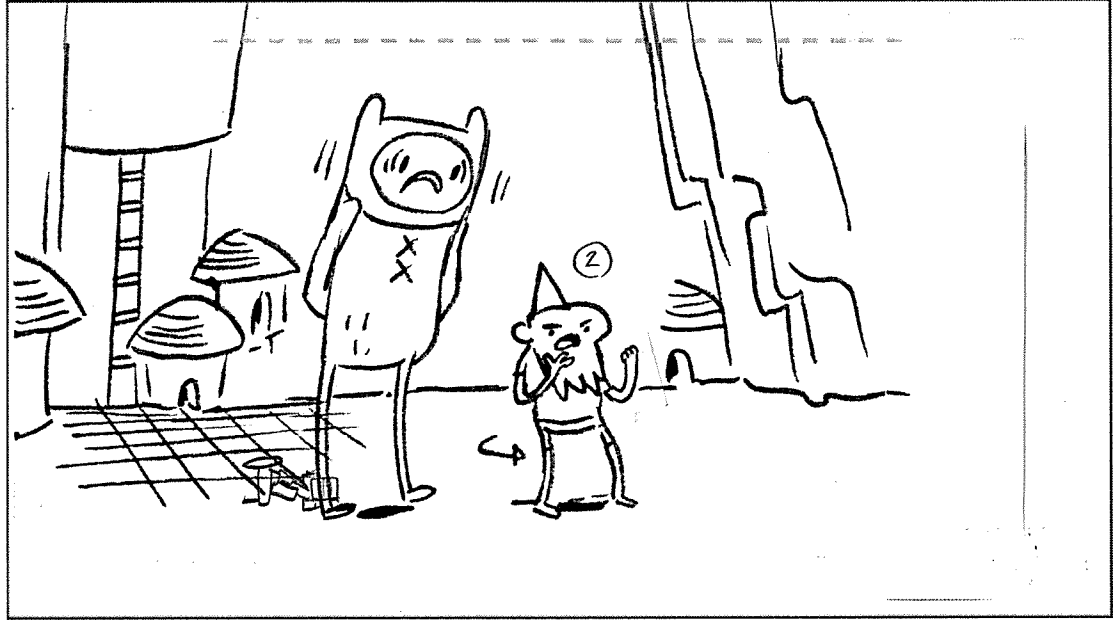




Sc. 85

Pnl. A

Bg.

day night



Dialog:		F: THAT'S ... BIZONKERS.		G: YES, BUT THE <u>ENGINEERING</u> IS VERY SOUND...	
Action:					GNOMELEADER TURNS ON HIS HEEL AND CONSIDERS FOR A MOMENT
Timing:					

EPISODE # 100233  
Production :



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ADVENTURE TIME

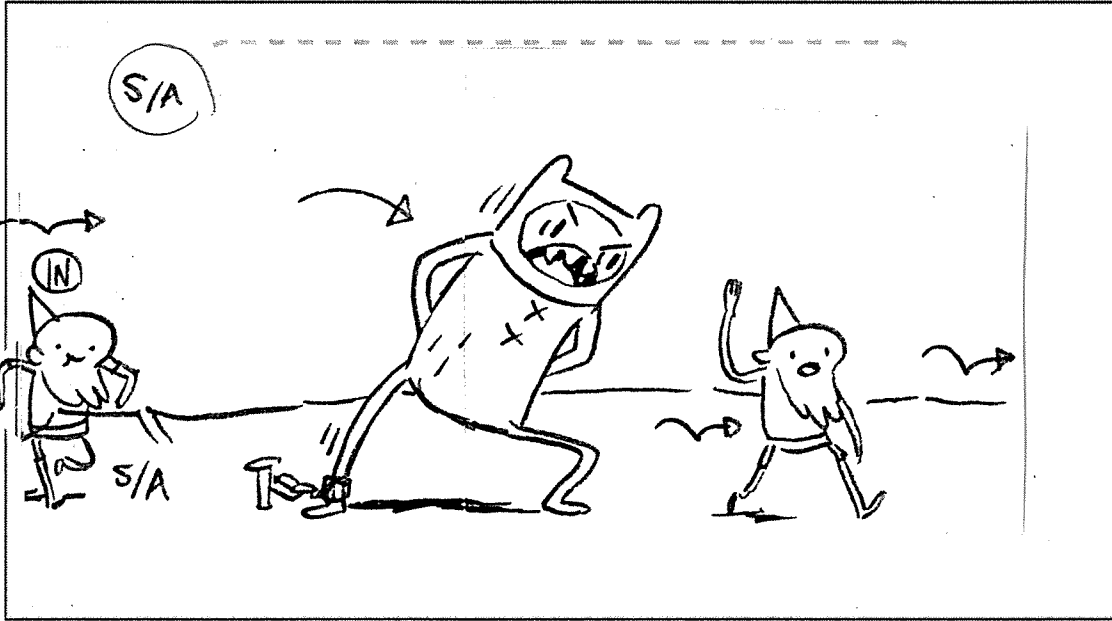


Sc. 85

Pnl. B

Bg.

day night

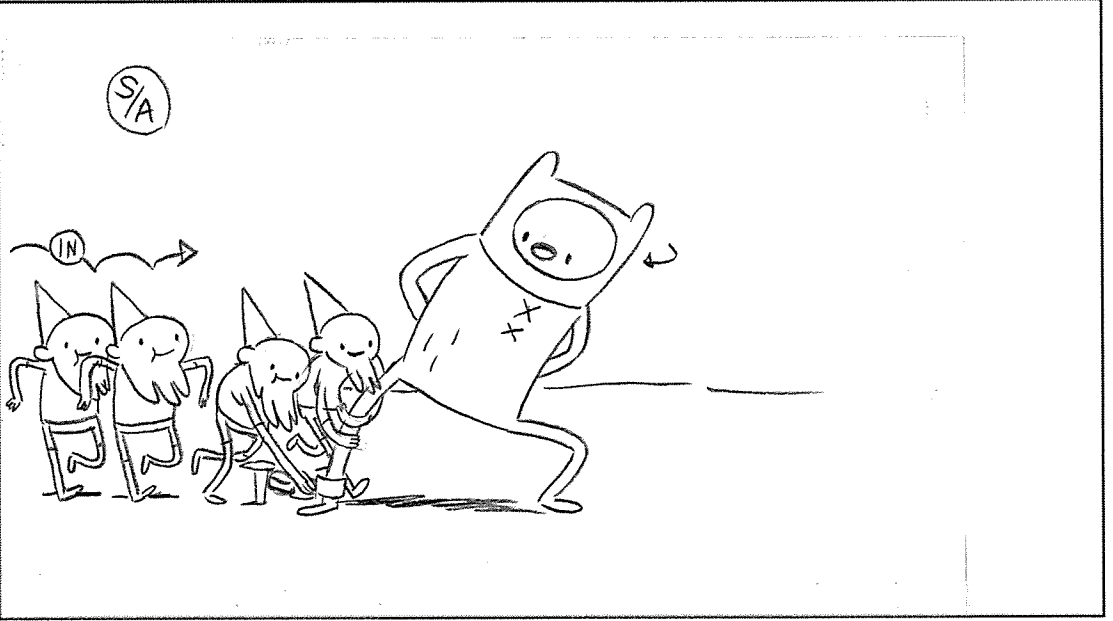


Sc. 85

Pnl. C

Bg.

day night



Dialog:	
G: TAKE HIM TO ... THE <u>OTHER</u> MACHINE	
F: GRRR!	
Action:	GNOMELEADER WALKS O/S GROUP OF GNOMES WALK UP BEHIND FINN. ONE GNOME REMOVES THE CHAIN FROM FINN'S LEG.
Timing:	

100233

EPISODE #

Production :

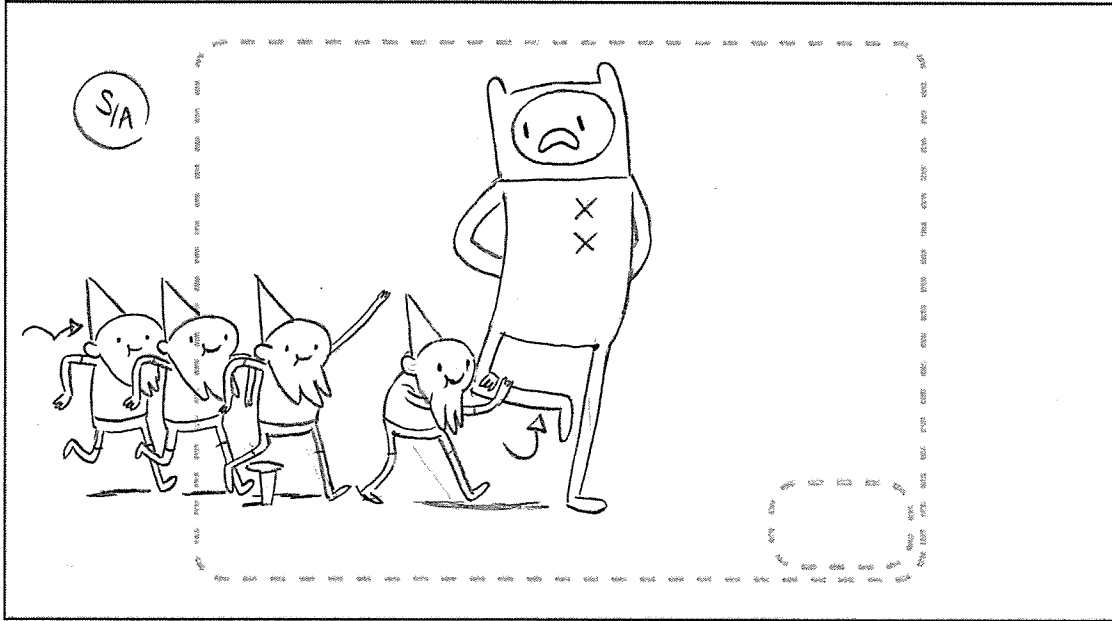


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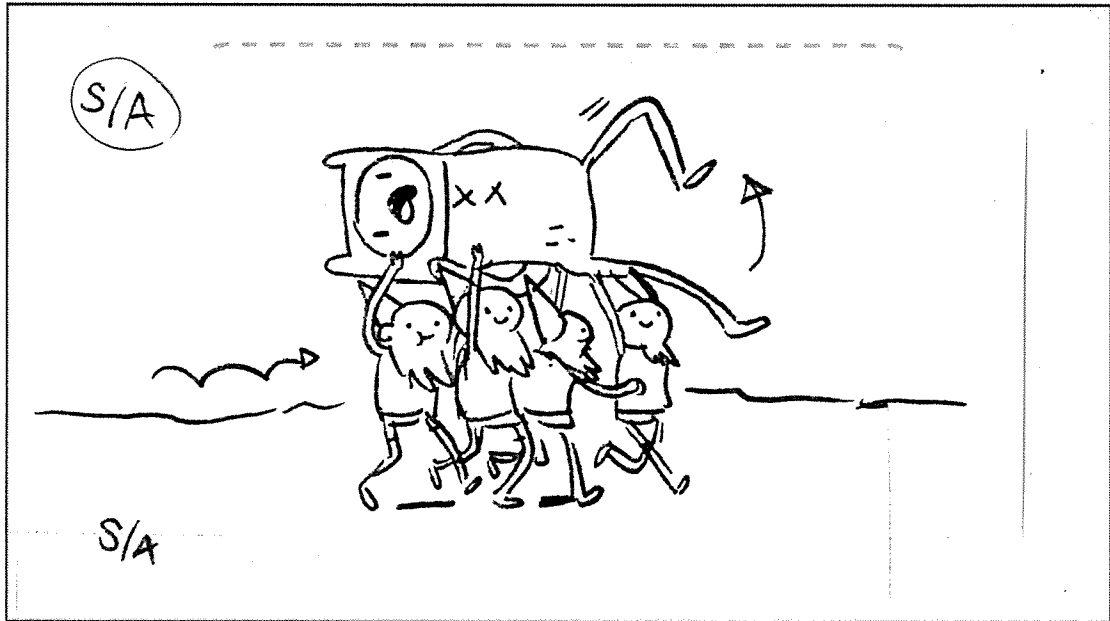
ADVENTURE TIME



Sc. 85 Pnl. D Bg. day night



Sc. 85 Pnl. E Bg. day night



Dialog:	E: UH?
Action:	GROUP OF GNOMES CARRY OFF FINN.
Timing:	

100233  
EPISODE #  
Production :

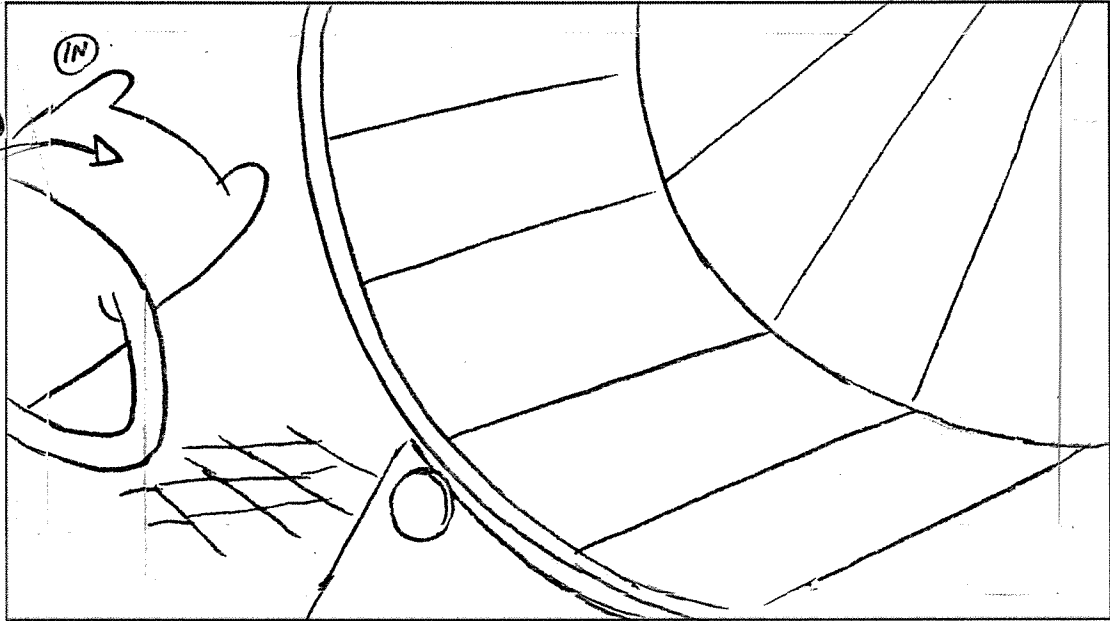
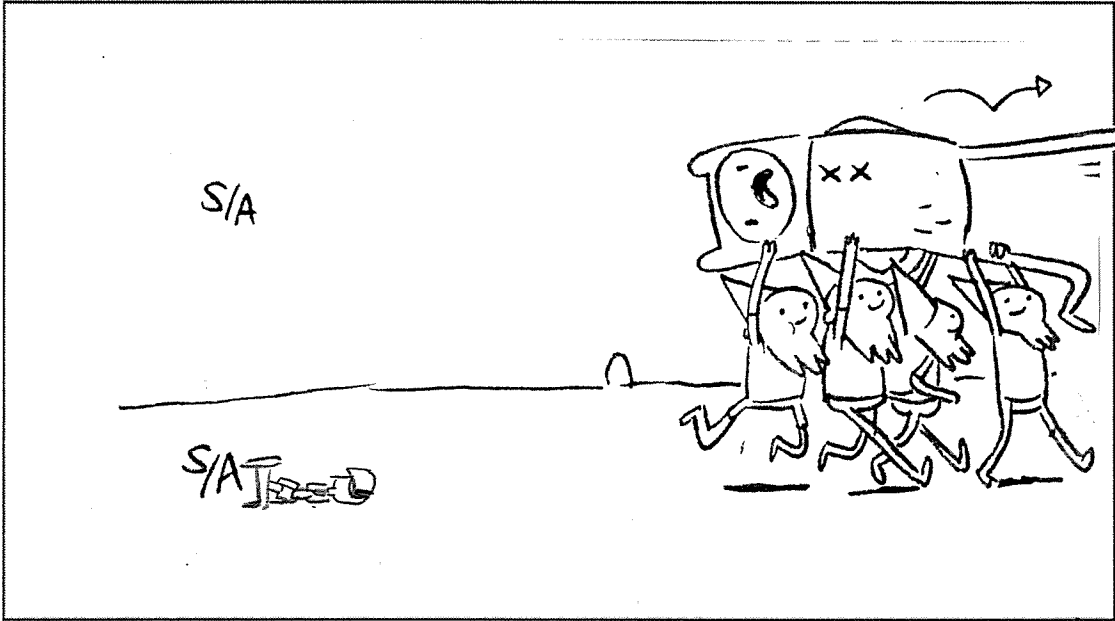


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ADVENTURE TIME



Sc. 85 Pnl. F Bg. day night Sc. 86 Pnl. A Bg. day night



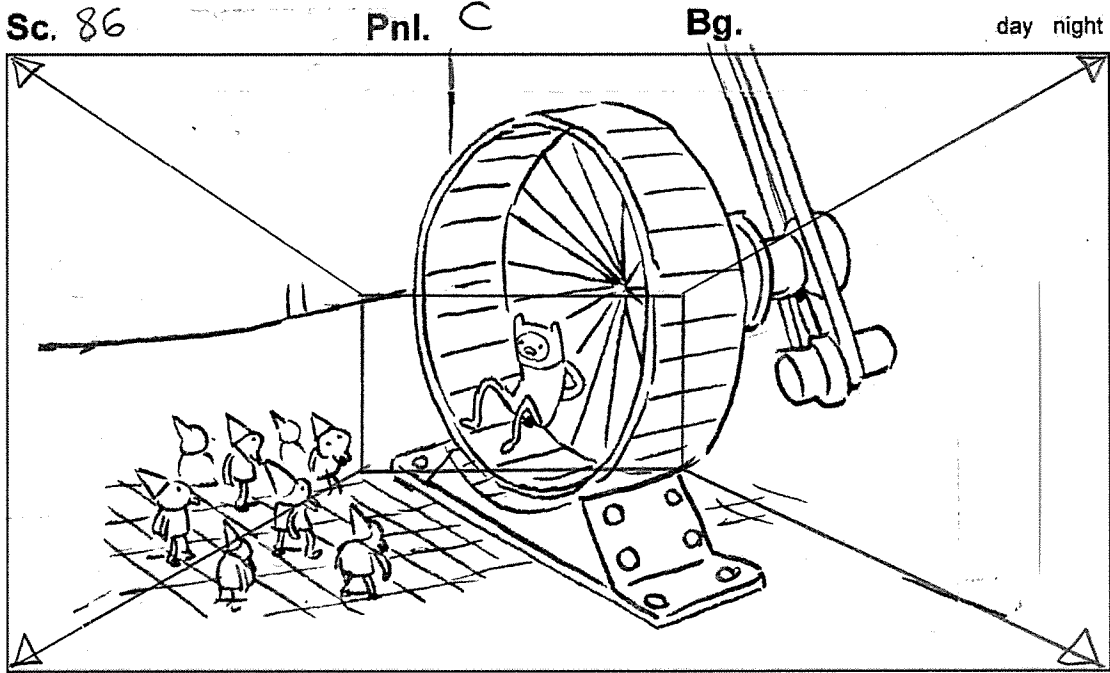
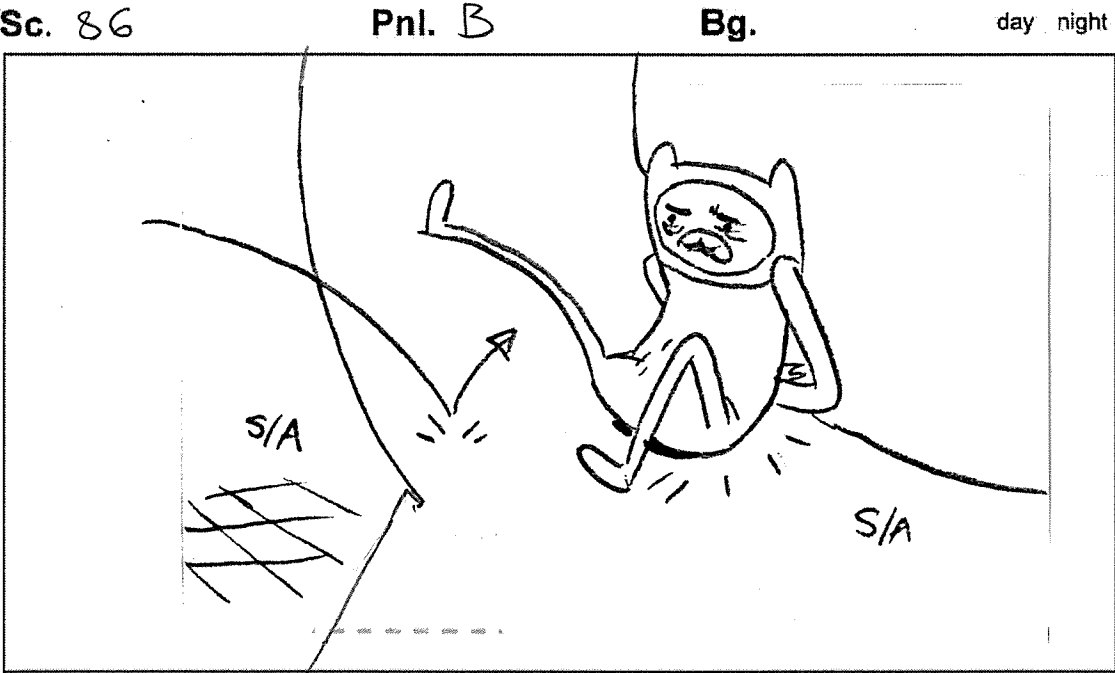
Dialog:
<u>G</u> : HURRAH
Action:
GNOMES CARRY FINN O/S
Timing:

100233  
EPISODE #  
Production :



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ADVENTURE TIME



Dialog:	<u>G</u> : (°/s) YOUR ENERGIES WILL BE HARNESSSED BY OUR MOST ADVANCED TECHNOLOGY ...	<u>G</u> : THE CYCLONIC RODENTAROD!
Action:	TRUCK OUT TO REVEAL GIANT RODENT EXERCISE WHEEL.	
Timing:		

100233

EPISODE #

Production :



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# ADVENTURE TIME

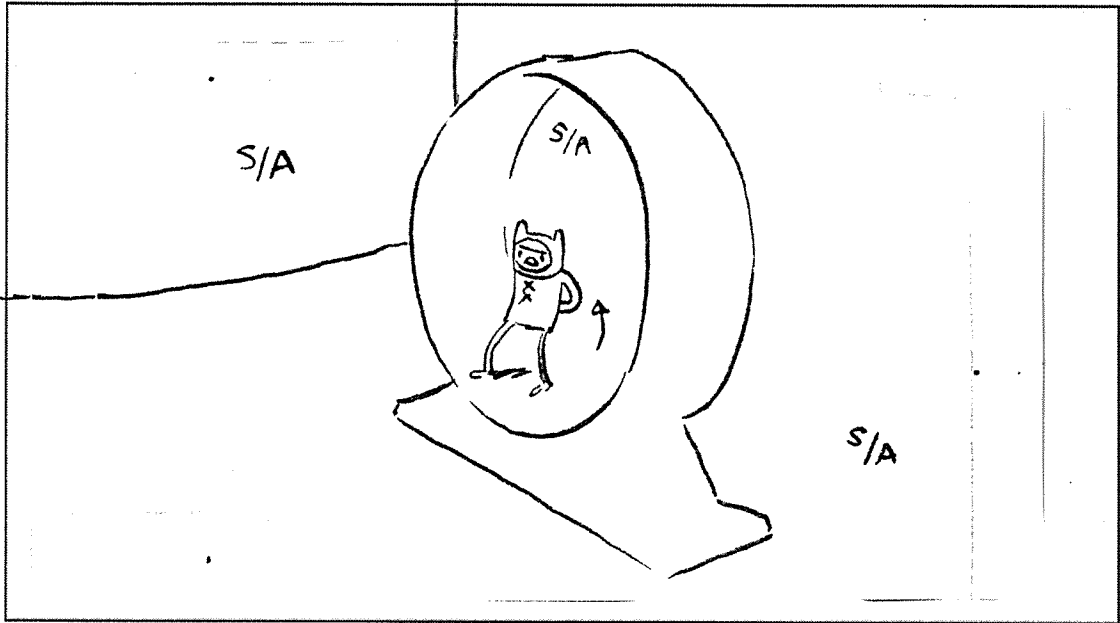


Sc. 86

Pnl. D

Bg.

day night

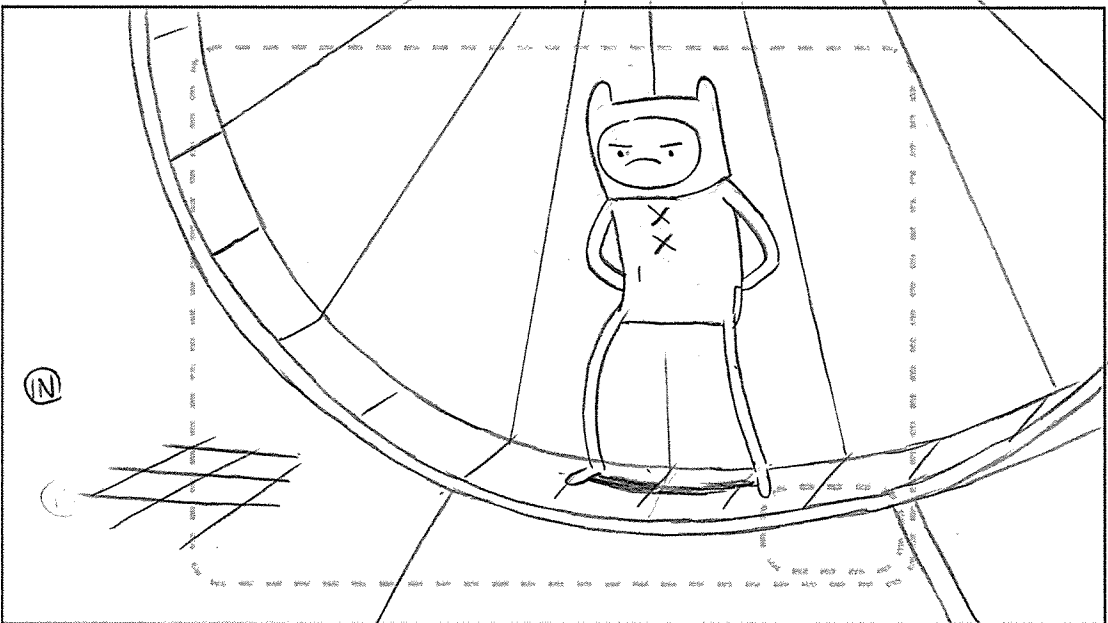


Sc. 87

Pnl. A

Bg.

day night



Dialog:

F: HA! YOU MAY HAVE CAPTURED ME ...

Action:

Timing:

EPISODE #  
100233

Production :



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# ADVENTURE TIME



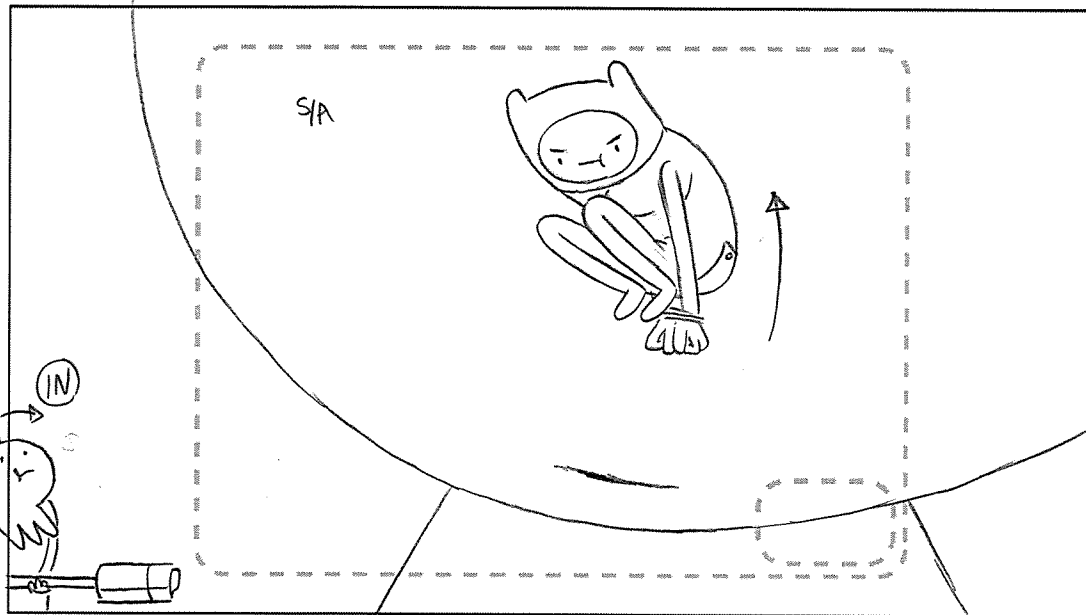
Page 101

Sc. 87

Pnl. B

Bg.

day night

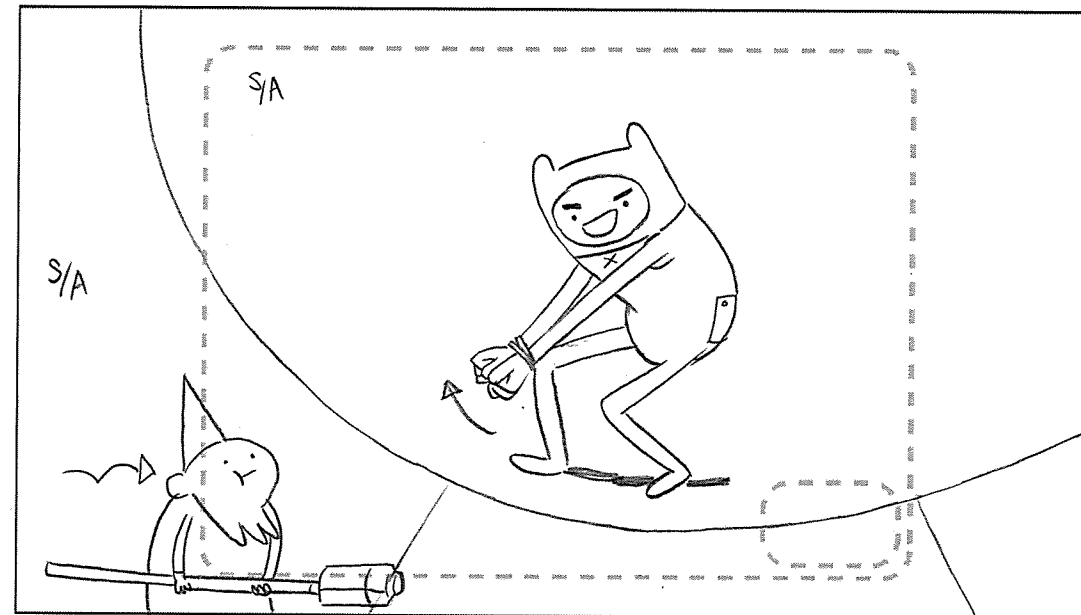


Sc. 87

Pnl. C

Bg.

day night



Dialog:

F: HA!

Action: FINN HOPS OVER HIS BOUND WRISTS

GNOME WALKS IN CARRYING AN ELECTROPRAD

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



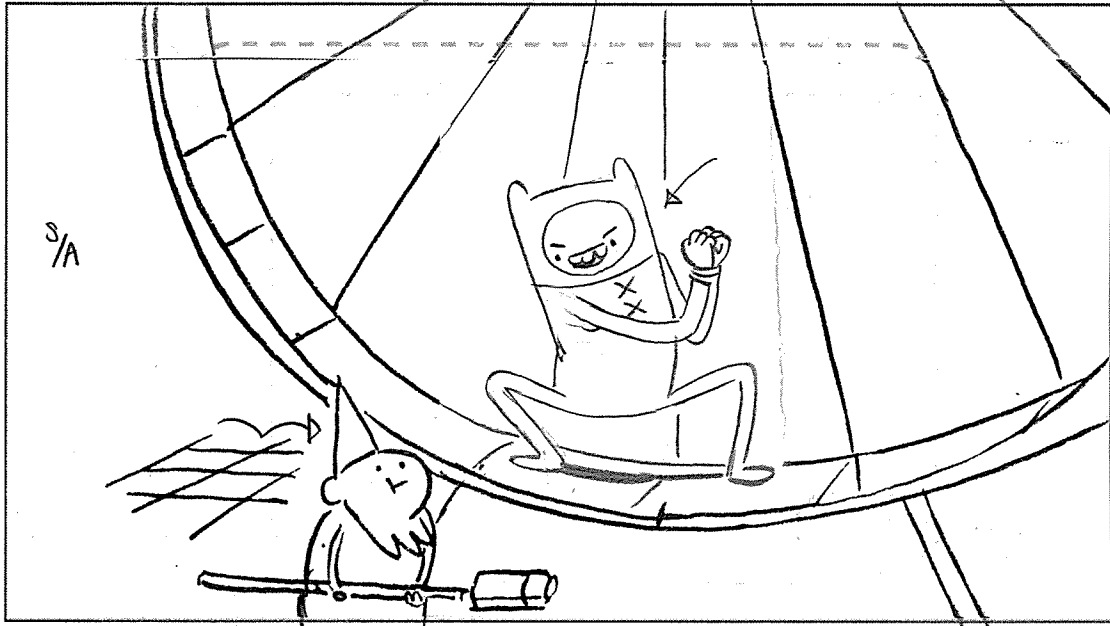
Page 102

Sc. 87

Pnl. D

Bg.

day night

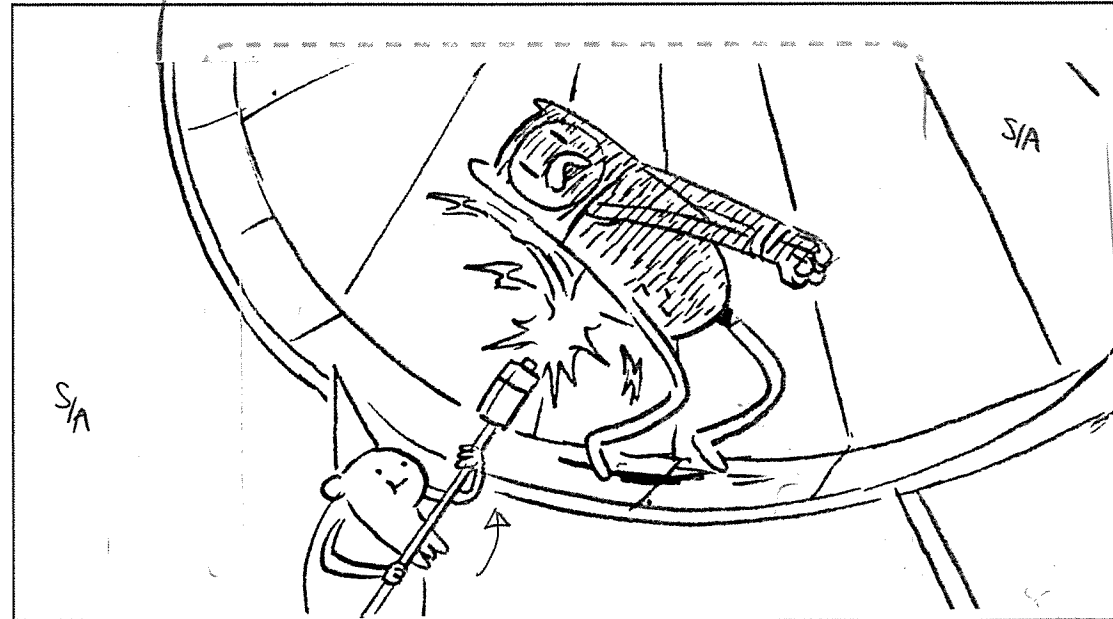


Sc. 87

Pnl. E

Bg.

day night



Dialog:

F: ... BUT YOU CAN'T MAKE ME RUN!

F: OW!

SFX: ZZZT!

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 103

Sc. 87

Pnl. F

Bg.

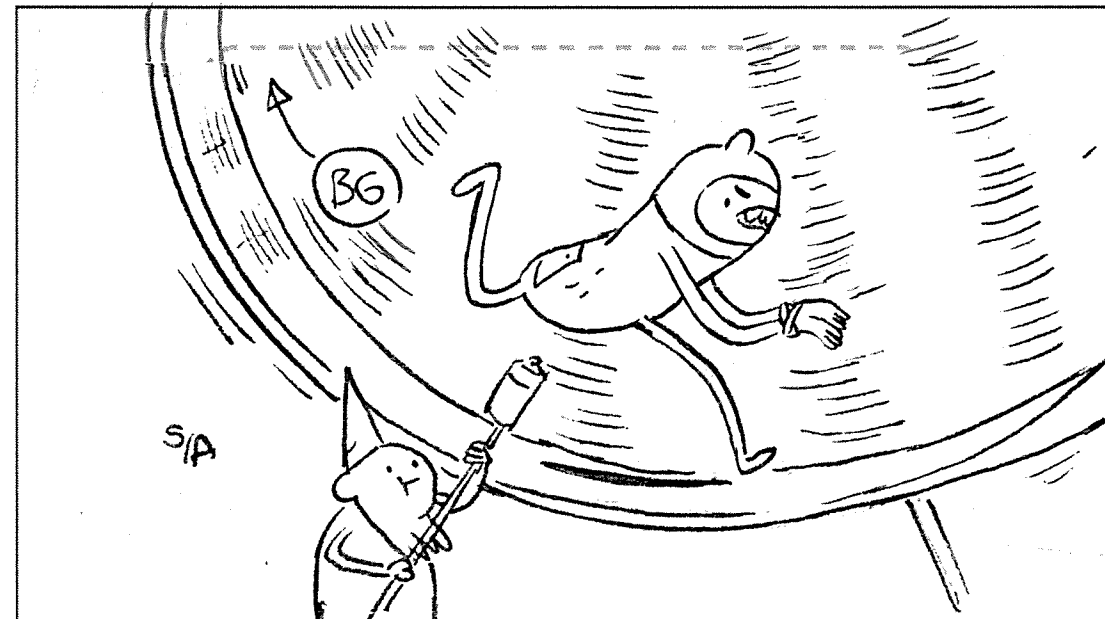
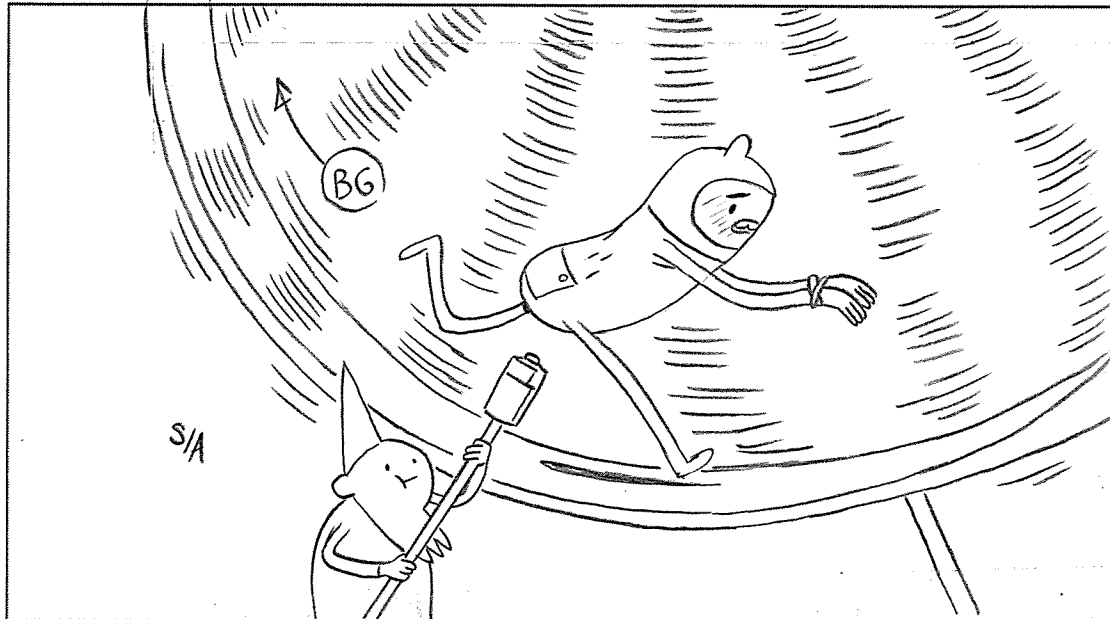
day night

Sc. 87

Pnl. G

Bg.

day night



Dialog:

F: (PANTING) HNH! HNH!

F: WELL, YOU CAN'T MAKE ME  
RUN VERY FAST ...

Action:

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



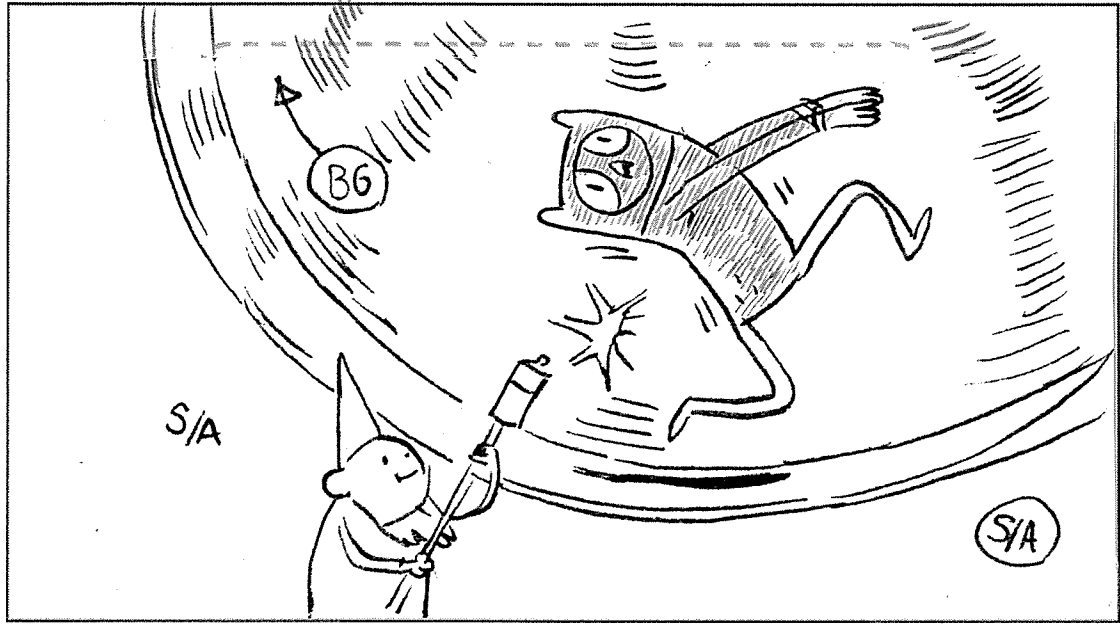
Page 104

Sc. 87

Pnl. H

Bg.

day night

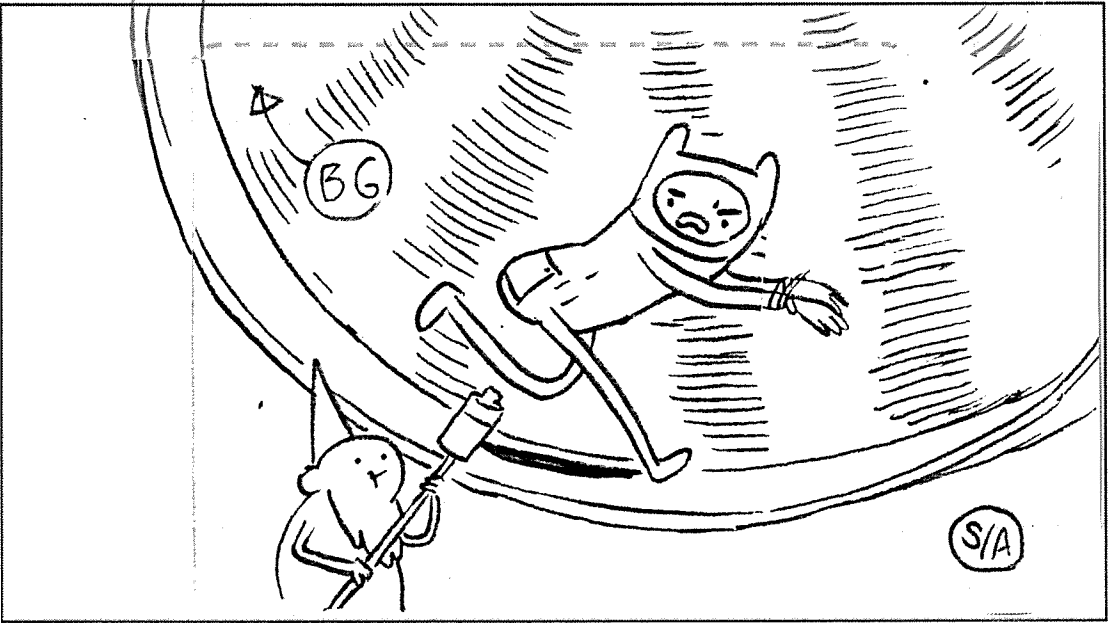


Sc. 87

Pnl. I

Bg.

day night



Dialog:

F: OW

F: JUST YOU WAIT ...

SFX: ZZZT!

(FINN RUNS MUCH FASTER)

Action:

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME

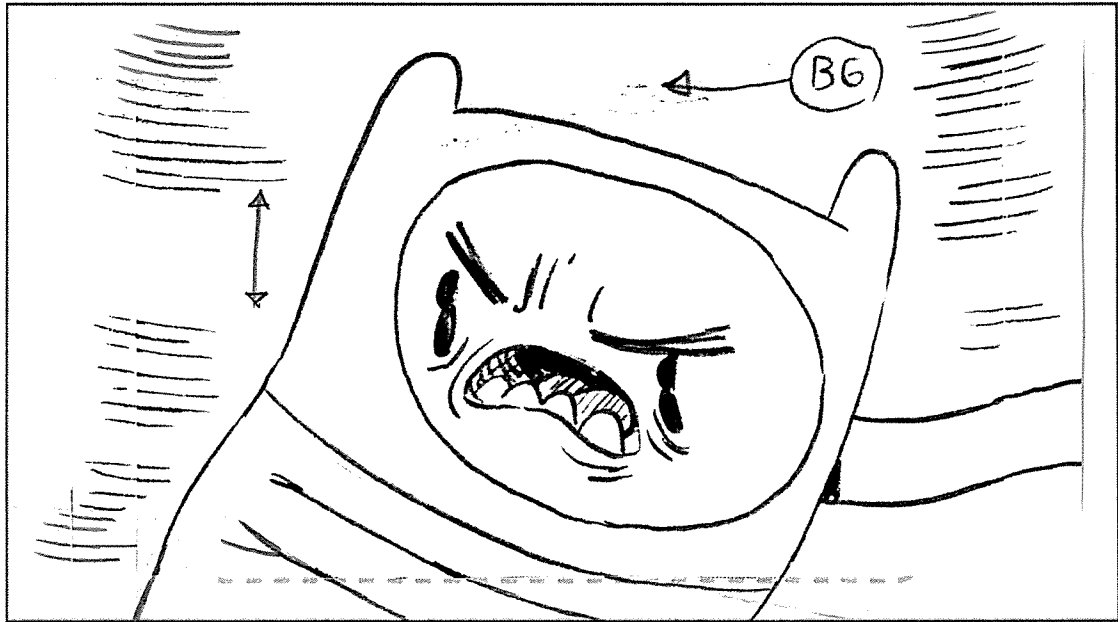


Sc. 88

Pnl. A

Bg.

day night

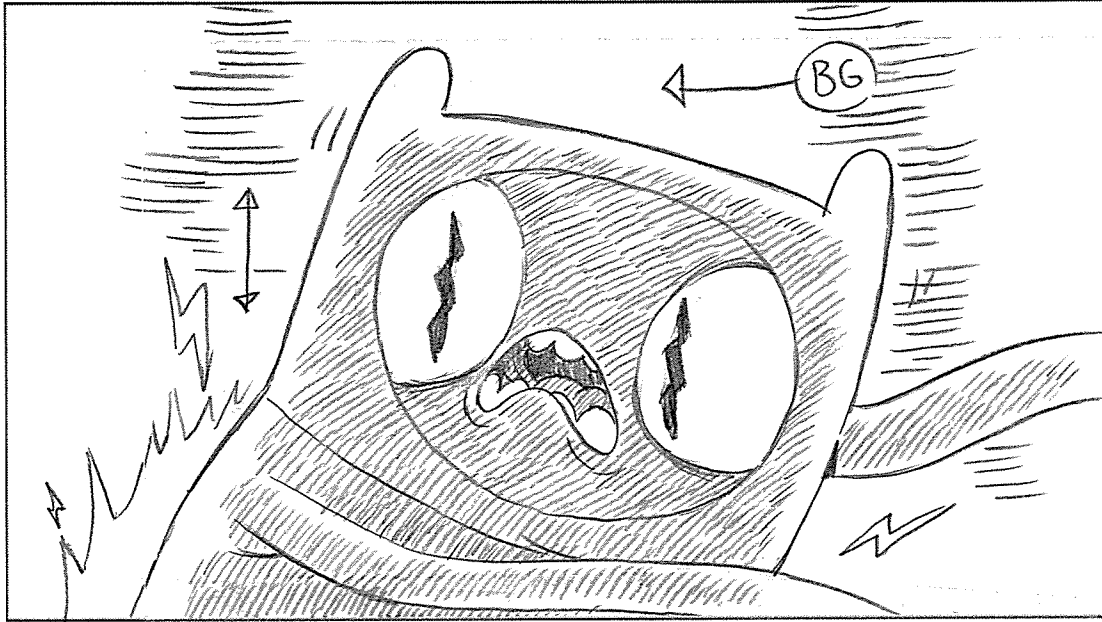


Sc. 88

Pnl. B

Bg.

day night



Dialog:

F: JAKE'S ON HIS WAY TO  
MESS YOU GUYS UUUP ...

SFX: ZZZT!

Action:

FINN IS SHOCKED

Timing:

100233

EPISODE #

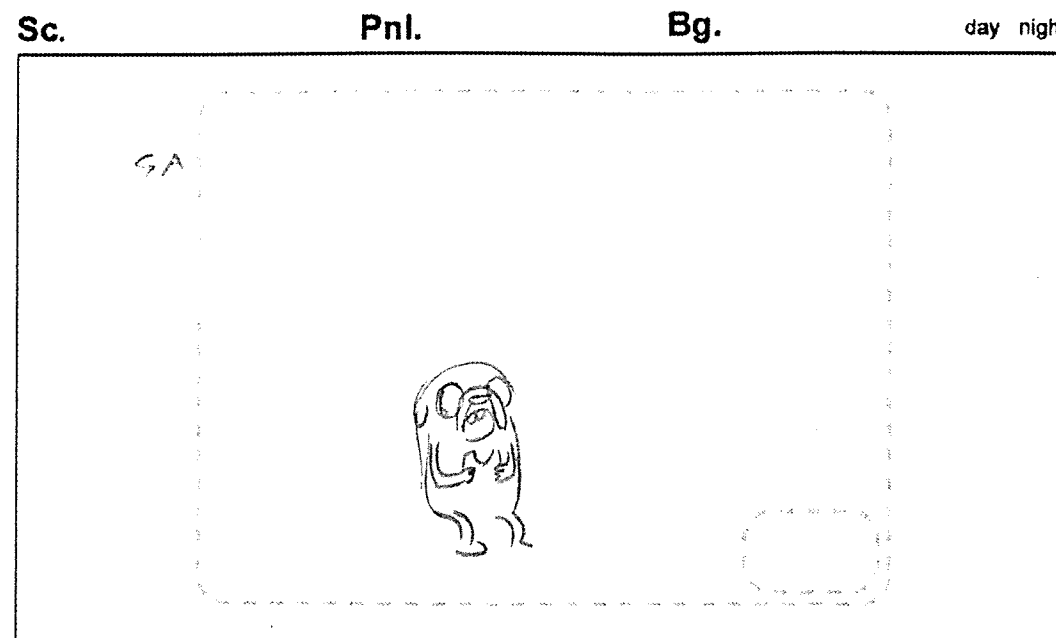
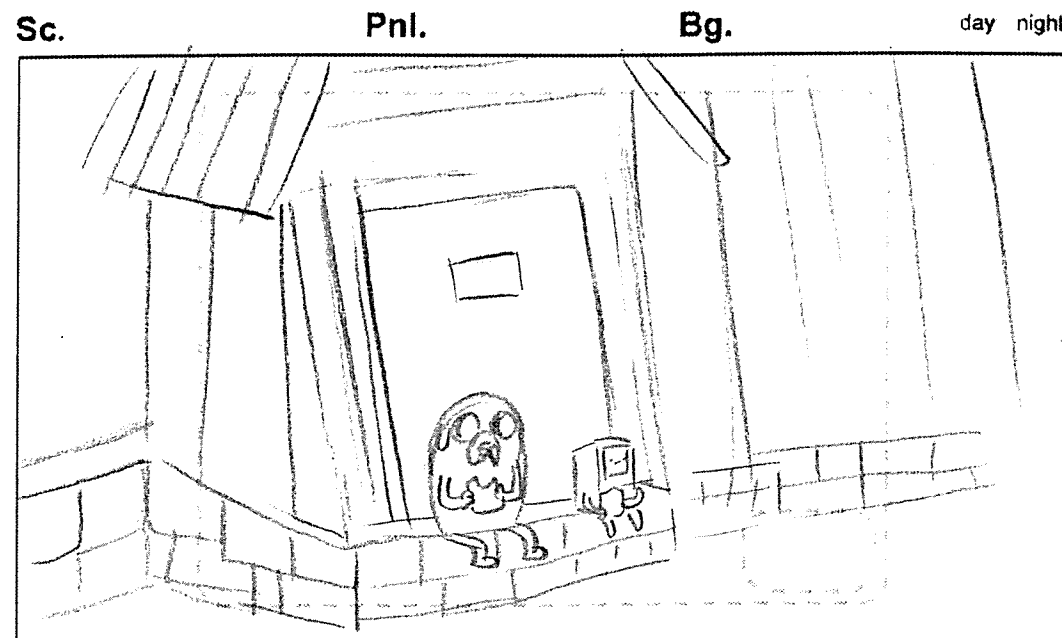
Production :



# ADVENTURE TIME



Page 105A



Dialog:	(jake chewing)	(J:) FIIIIIIINN!...
Action:		
Timing:		

EPISODE # 100233

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	(beat) bites sandwich
Timing:	

EPISODE # 100233

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(chewing) ① FIIIIIIINN!...
Action:	
Timing:	

EPISODE # 100233

Production :

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ADVENTURE TIME



Sc.

Pnl.

Bg.

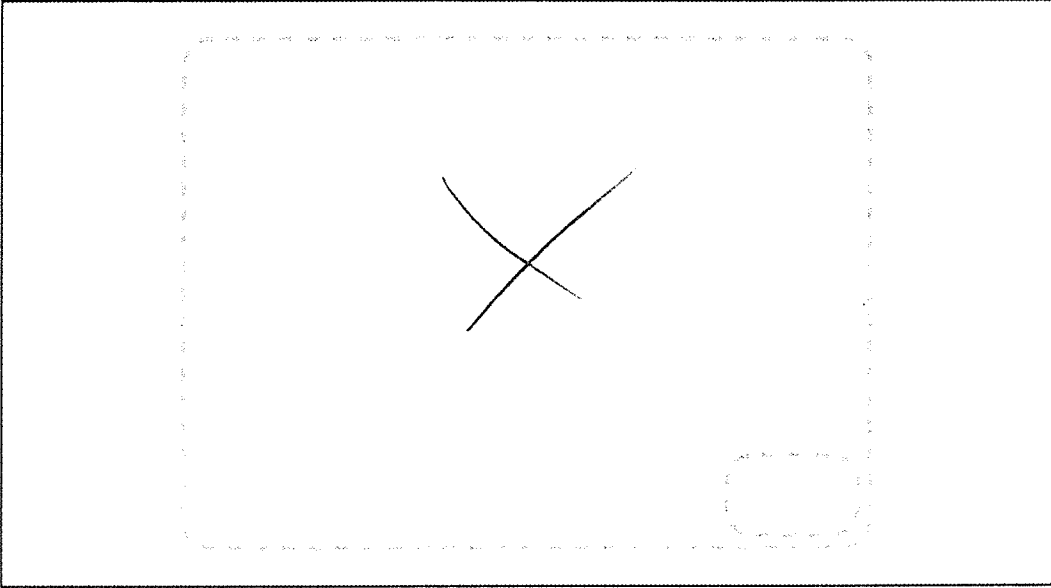
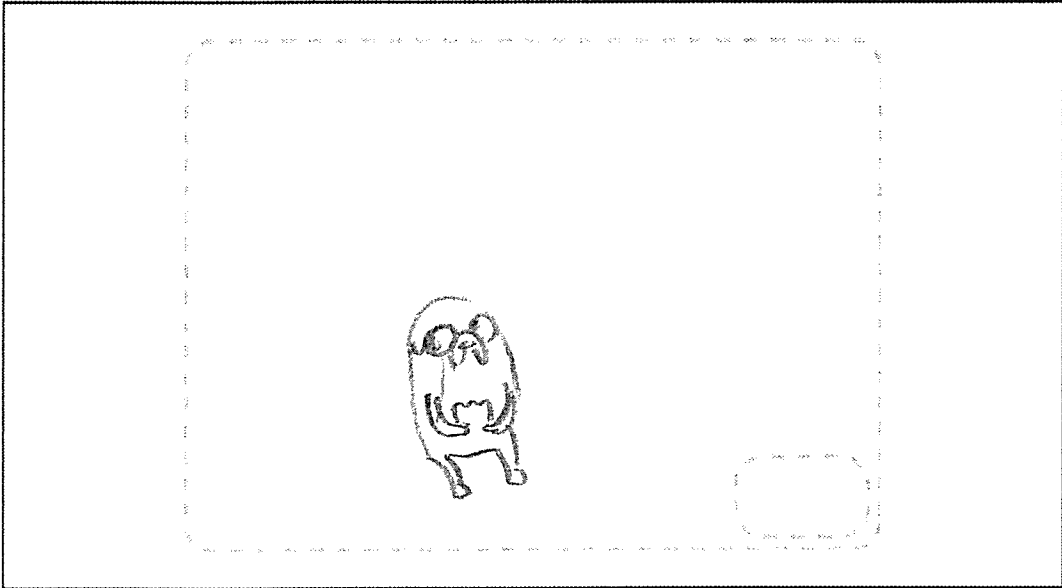
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action: (beat)
Timing:

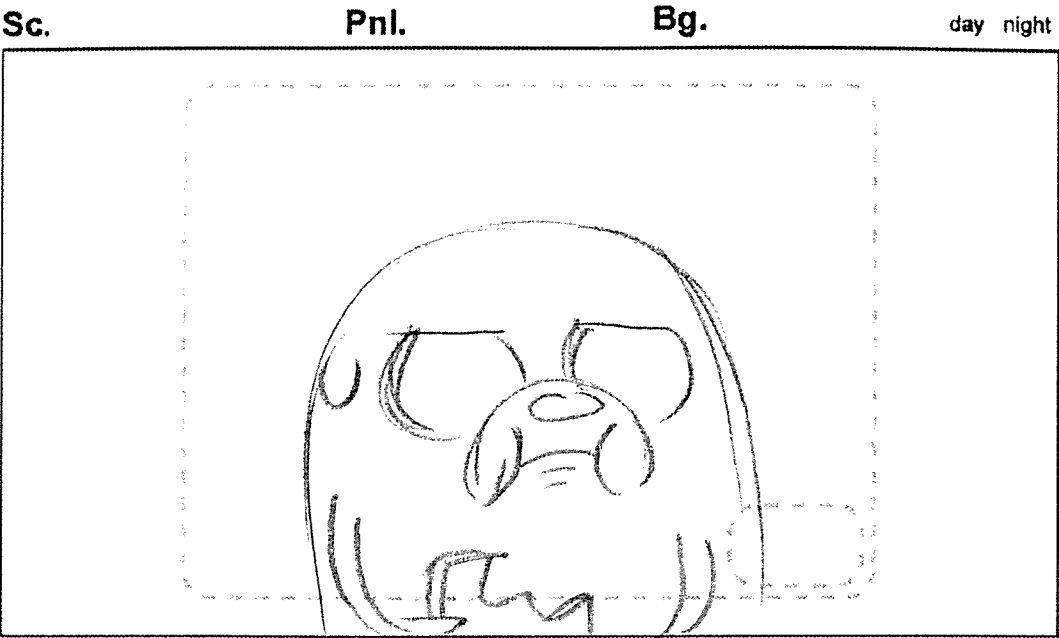
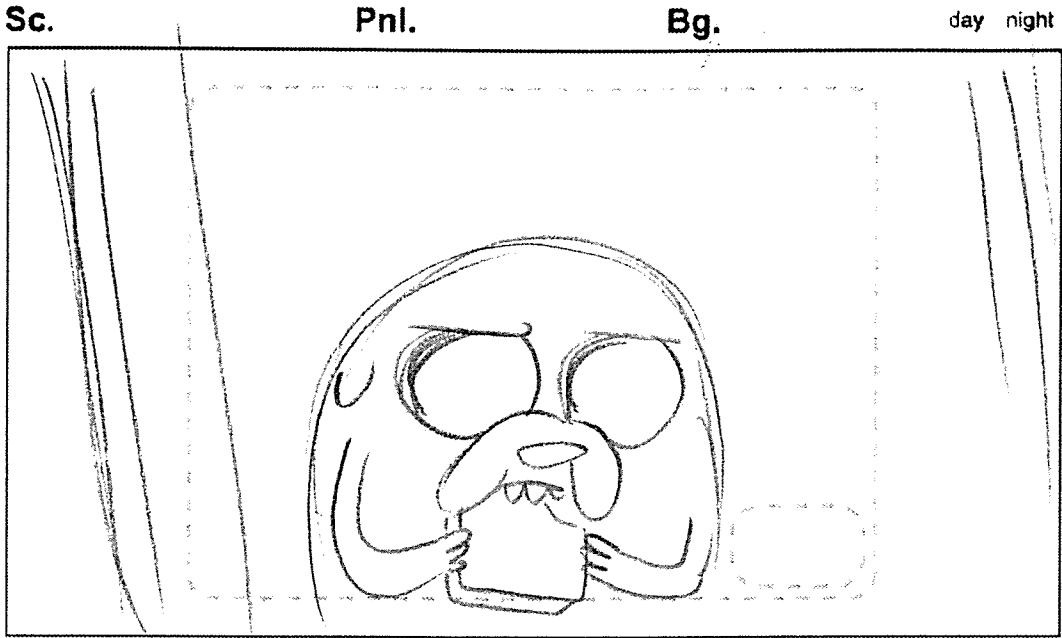
100233

EPISODE #

Production :



ADVENTURE TIME



Dialog:
Action:
Timing:

100233

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:  
① FIIIIIIIIIIIIIN!

Action:

Timing:

100233  
EPISODE #  
Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	① Man, where is that kid!?
Action:	
Timing:	

100233  
EPISODE #  
Production :



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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:	① I'm really startin to worry...	(beat)
Action:		
Timing:		

EPISODE # 100233  
Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dia	(J:) TAKE MY SAMMICH BEE MO.	I'M GONNA GO FIND FIHI-
Act		
Trn		

EPISODE # 100233  
Production :



ADVENTURE TIME



Page 106

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog: -111A DANCING BUG!!

Action: Jake watches bug dance

Timing:

EPISODE # 100233

Production :



ADVENTURE TIME

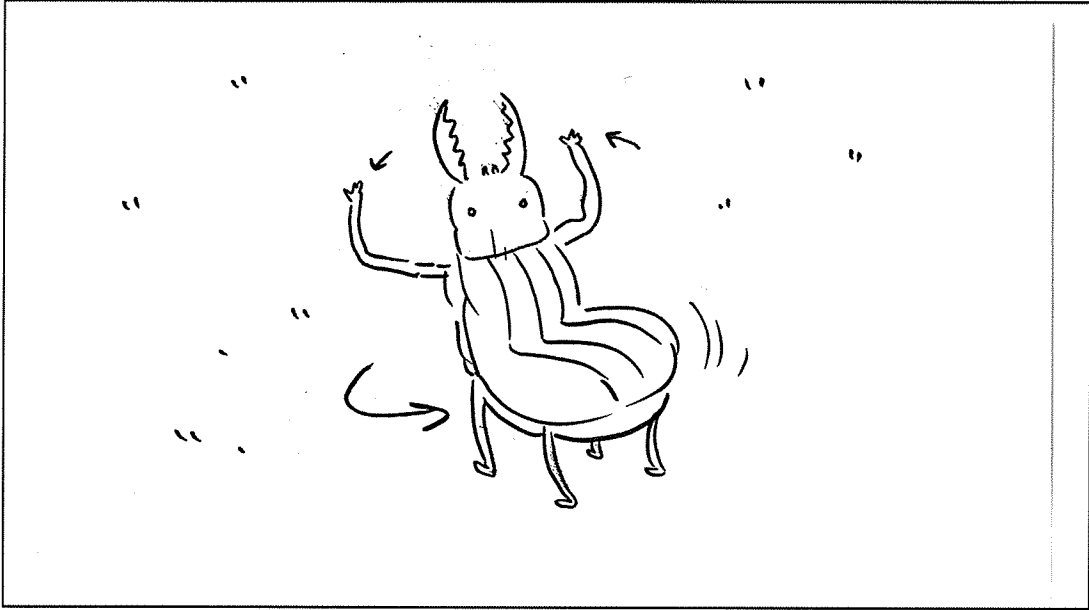


Sc. 93

Pnl. A

Bg.

day night

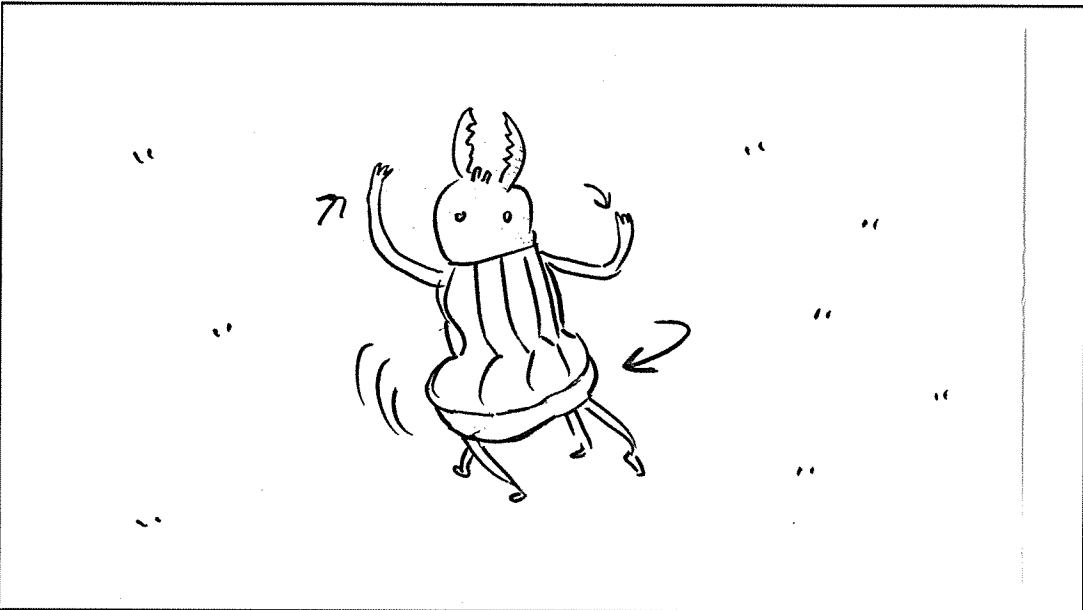


Sc. 93

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

100233

EPISODE #

Production :



ADVENTURE TIME



Page 108

Sc.

Pnl.

Bg.

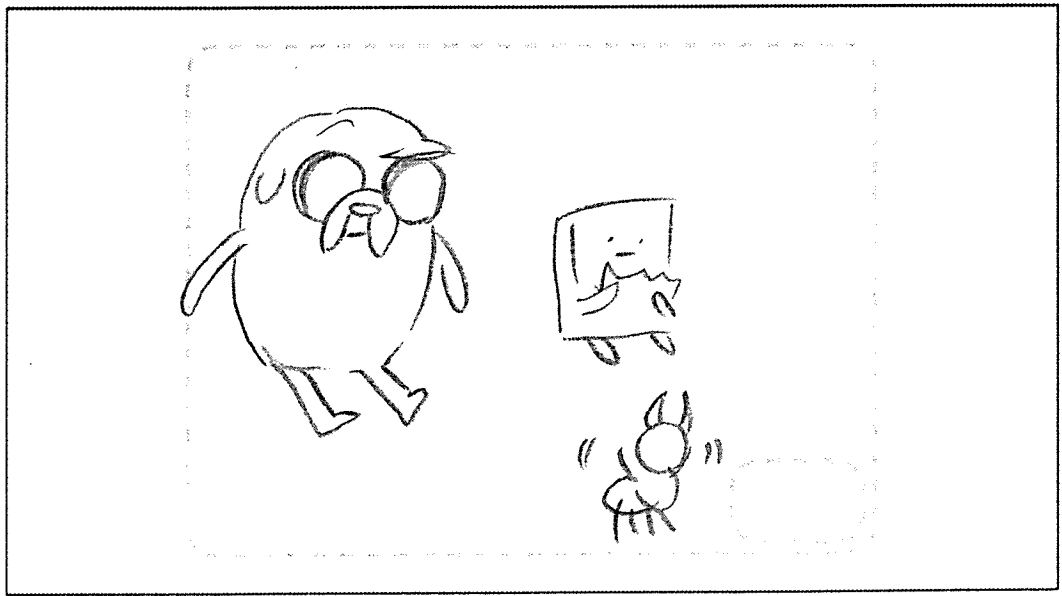
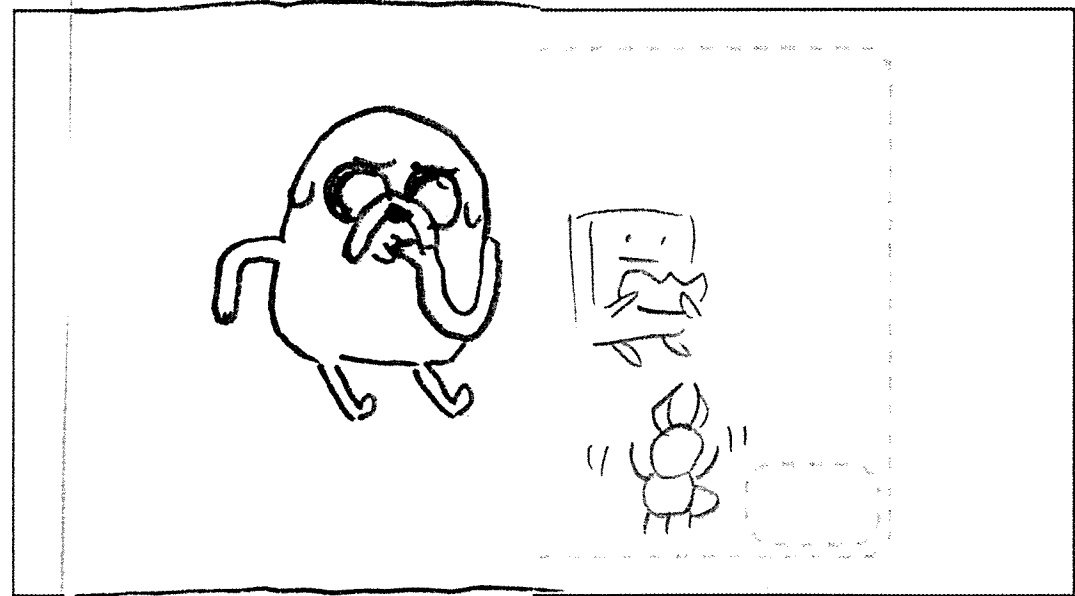
day night

Sc.

Pnl.

Bg.

day night



Dialog:
J: MMM....
Action:
Timing:

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100233  
EPISODE #  
Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night Sc.

PAN →

Pnl. ght

Dialog:

Action: steps down & walks over

Timing:

EPISODE # 100233  
Production :



ADVENTURE TIME



Sc.

Pnl.

Bg.

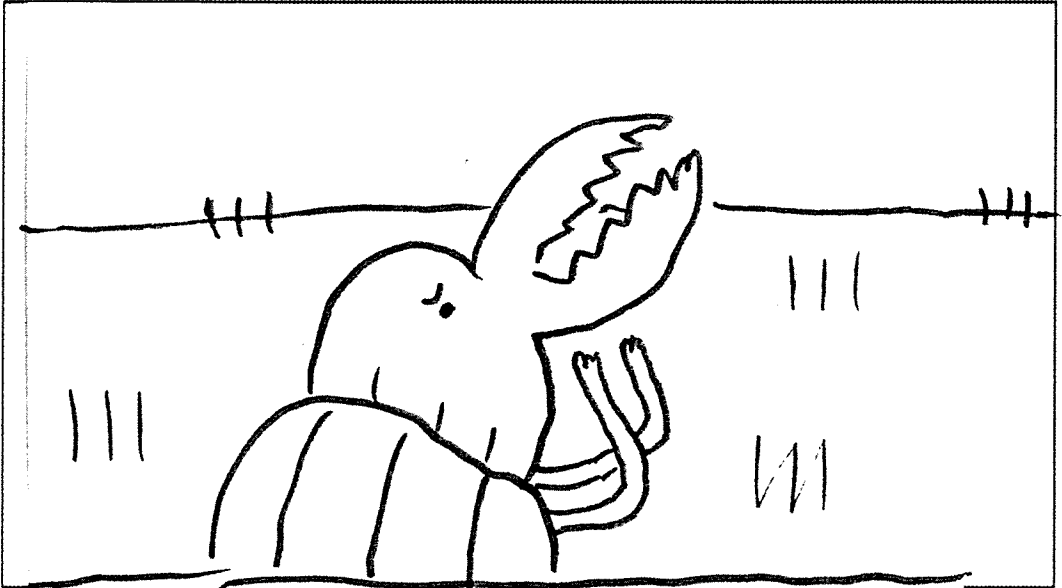
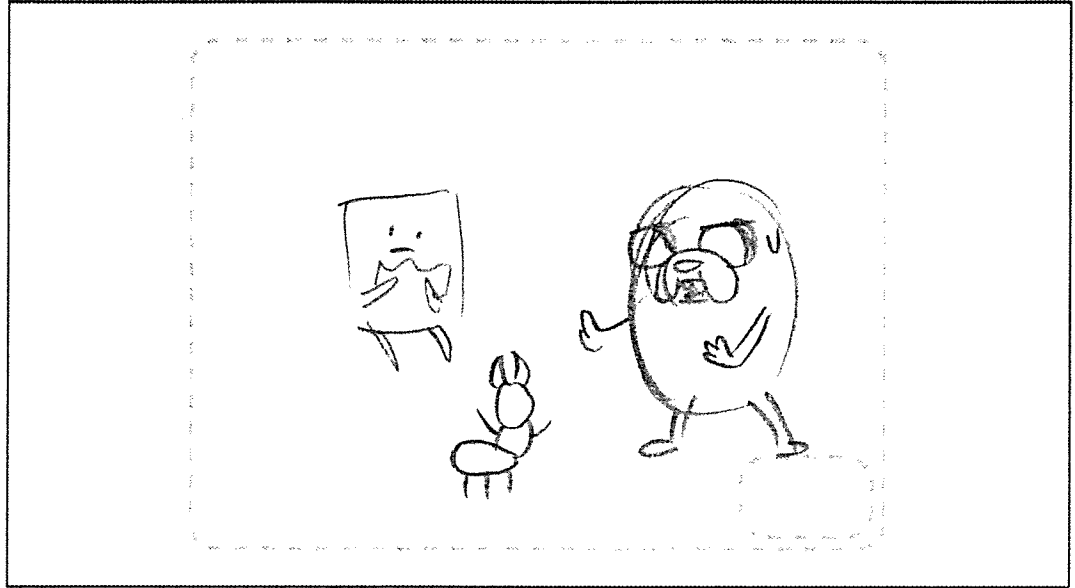
day night

Sc.

Pnl.

Bg.

day night



Dialog: ① HEY MAN, YOU'RE SHAKIN IT ALL WRONG!

Action:

Timing:

B: \* GASP! \*

EPISODE #

100288

Production :



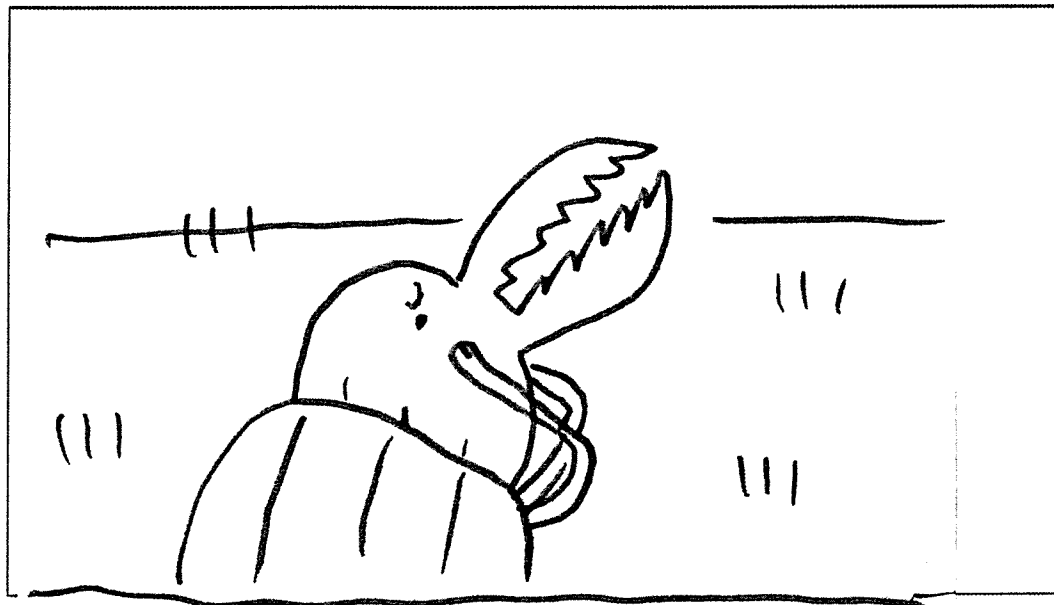
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# ADVENTURE TIME



Page III

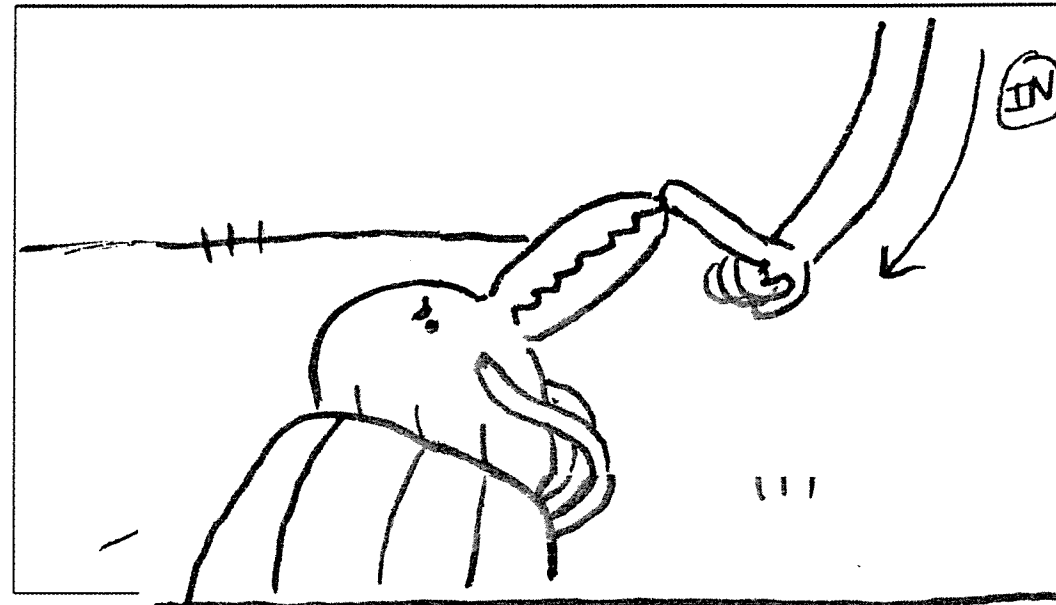
Sc. Pnl. Bg. day night



B: ~~Mr.~~ BUT SHAKIN  
it's ALL I KNOW!!

Timing:

Sc. Pnl. Bg. day night



J: Shhh...

100233

EPISODE #

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dial	Let me show you...
Acti	
Timing:	

100233

EPISODE #

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

J: HOW

Action:

track out.

Timing:

100233  
EPISODE #  
Production :

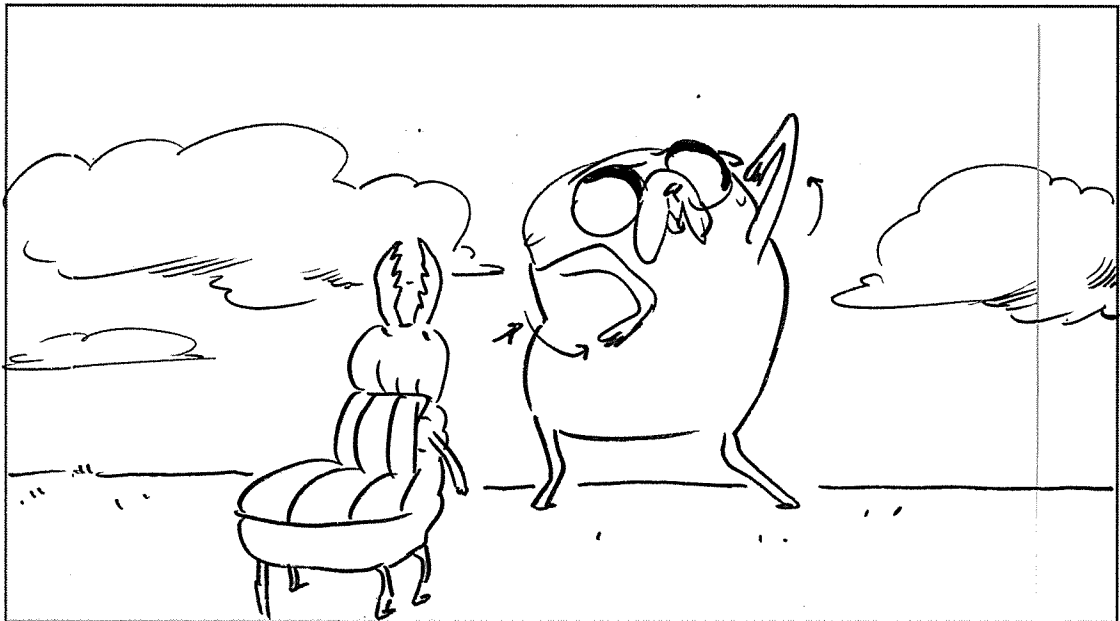


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# ADVENTURE TIME



Sc. 96 Pnl. A Bg. day night

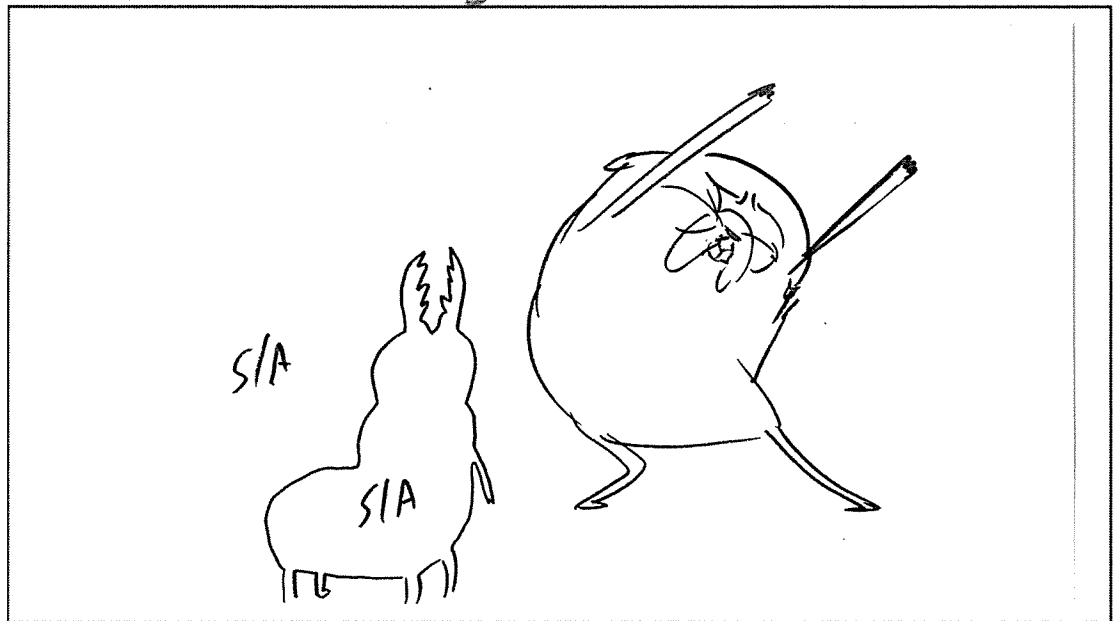


Dialog: J: IT'S

Action:

Timing:

Sc. 96 Pnl. B Bg. day night



J: DONE!

Action:

Timing:

EPISODE # 100233  
Production :



ADVENTURE TIME



Sc. 96 Pnl. C Bg. day night

Sc. 96 Pnl. D Bg. day night

Dialog:
Action:
Timing:

Production : 100233 EPISODE #



ADVENTURE TIME



Sc. 96

Pnl. E

Bg.

day night

Sc. 96

Pnl. F

Bg.

day night

Dialog:

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 117

Sc. 96

Pnl. G

Bg.

day night



Sc. 96

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

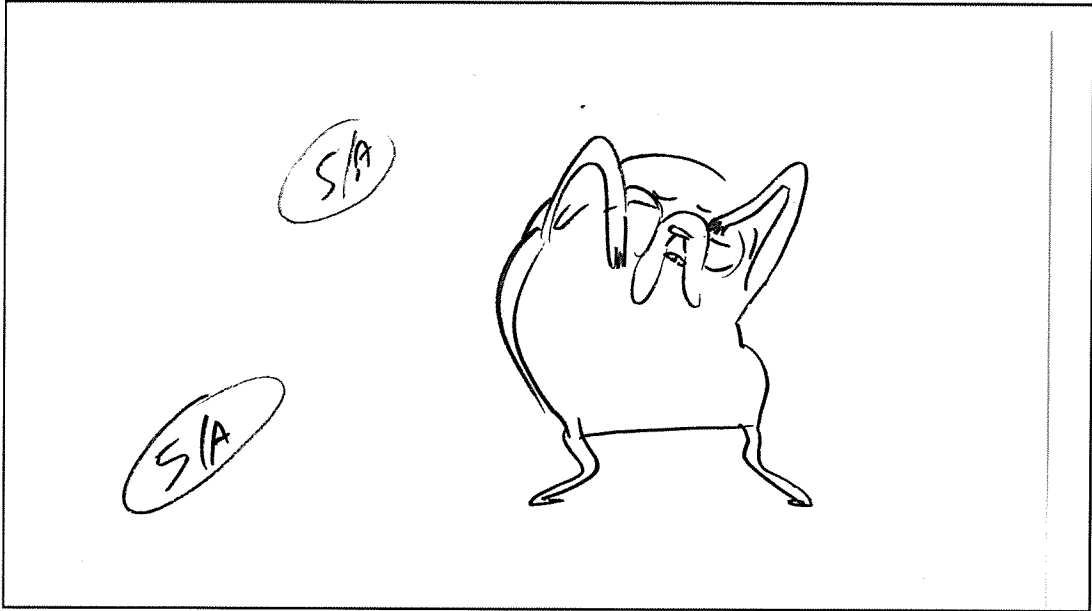
100233



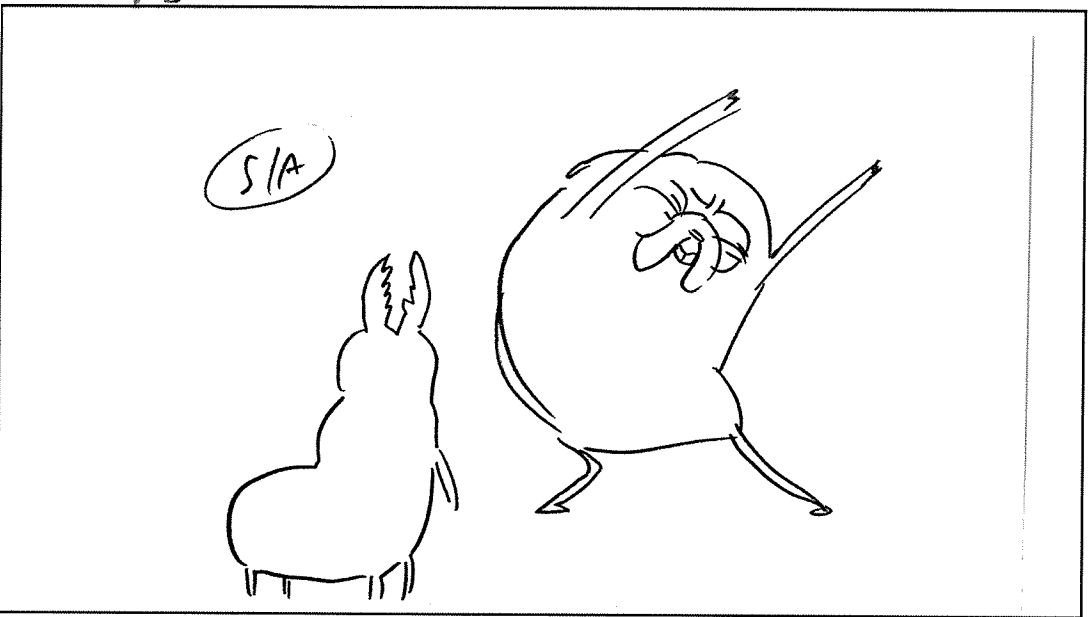
ADVENTURE TIME



Sc. 96 Pnl. 1 Bg. day night



Sc. 96 Pnl. 5 Bg. day night



Dialog:
Action:
Timing:

DANCE LOOPS BACK 2 BEGINNING  
CONTINUE LOOP TO HOOK UP TO NEXT  
POSITION →

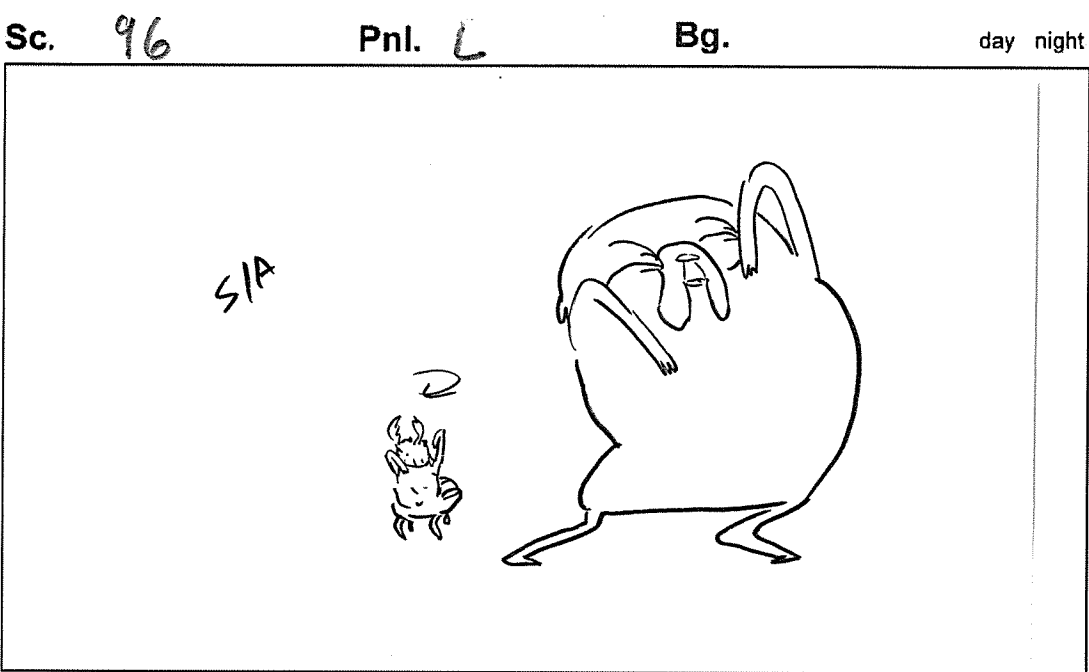
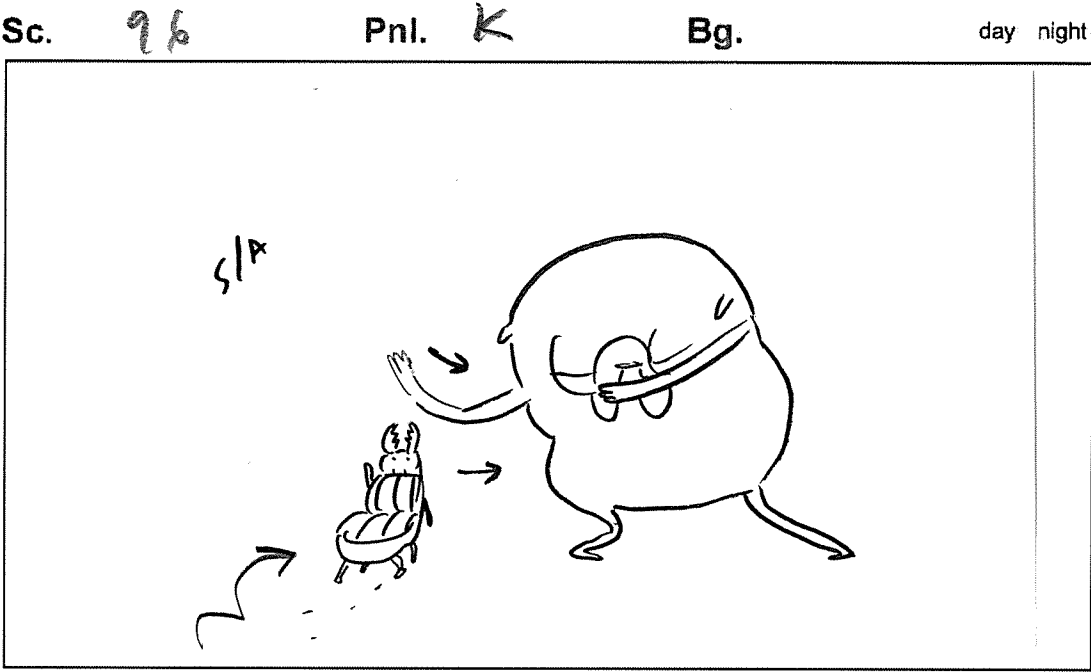
EPISODE #

100233

Production :



ADVENTURE TIME



Dialog:	B: YAHOOOO!!!!
Action:	
Timing:	

EPISODE # 100233

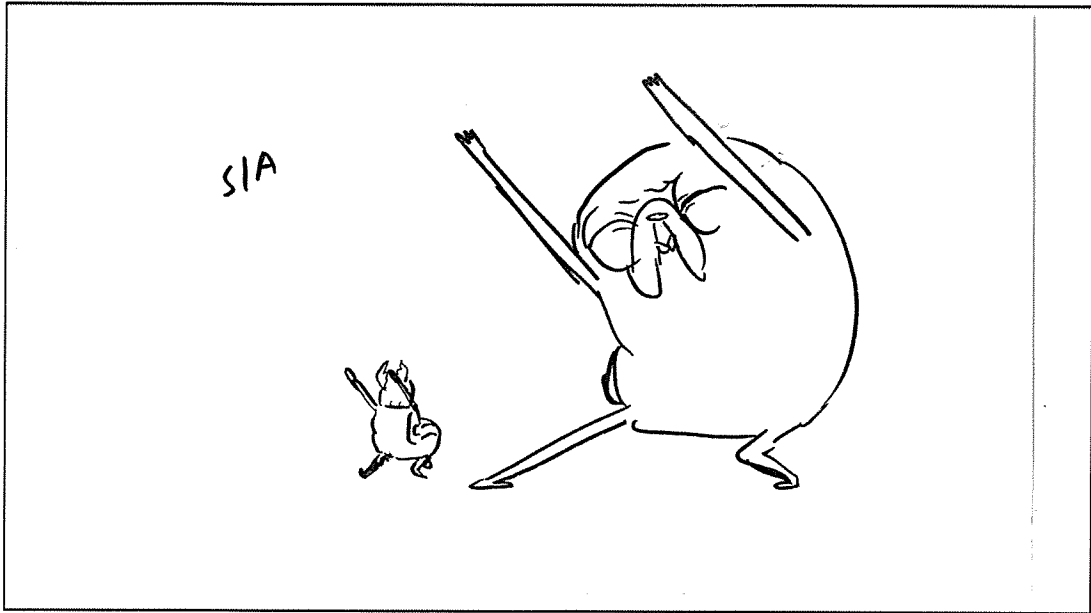
Production :



ADVENTURE TIME



Sc. 96 Pnl. M Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:  
S) VNG!! YEAH!  
BUG) CHIRPS: NEE NEE NAH CHKK!

Action:  
LS OF DANCING,  
OTHER BUGS ~~WALK~~ UP IN THE FIELD WALK OVER

Timing:



100233  
EPISODE #

Production :



ADVENTURE TIME

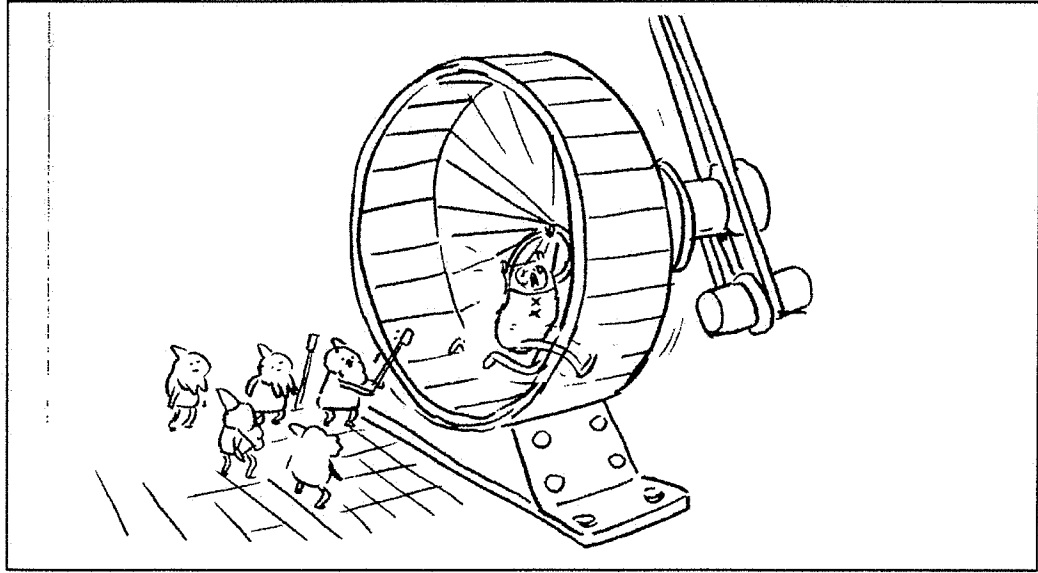


Sc. 9B

Pnl. A

Bg.

day night

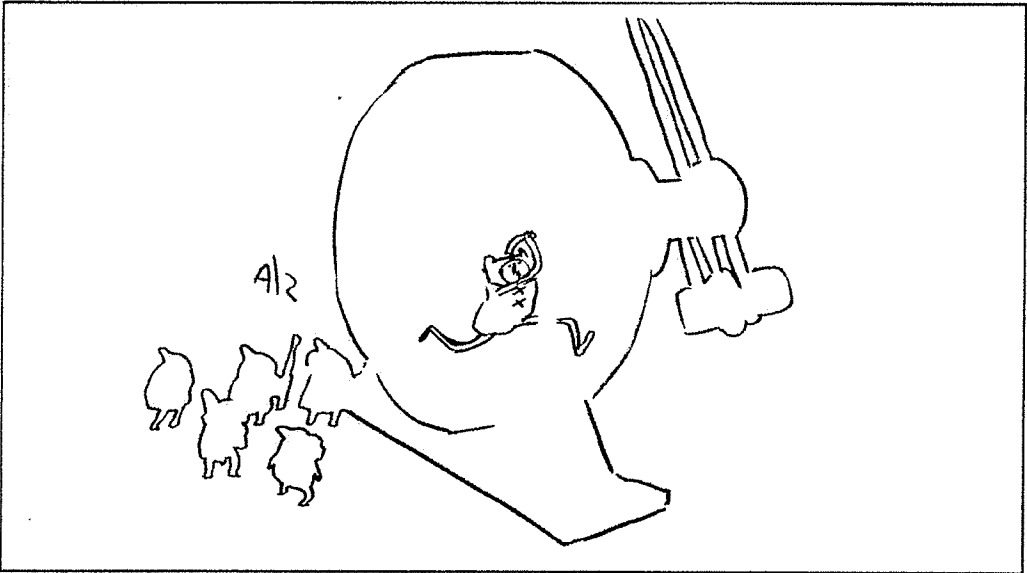


Sc. 9B

Pnl. B

Bg.

day night



Dialog:

F) HUFF HUFF HUFF

HUFF

Action:

FINN RUNS ON TREADMILL W/HANDS TIED

Timing:

EPISODE #

Production :

100233

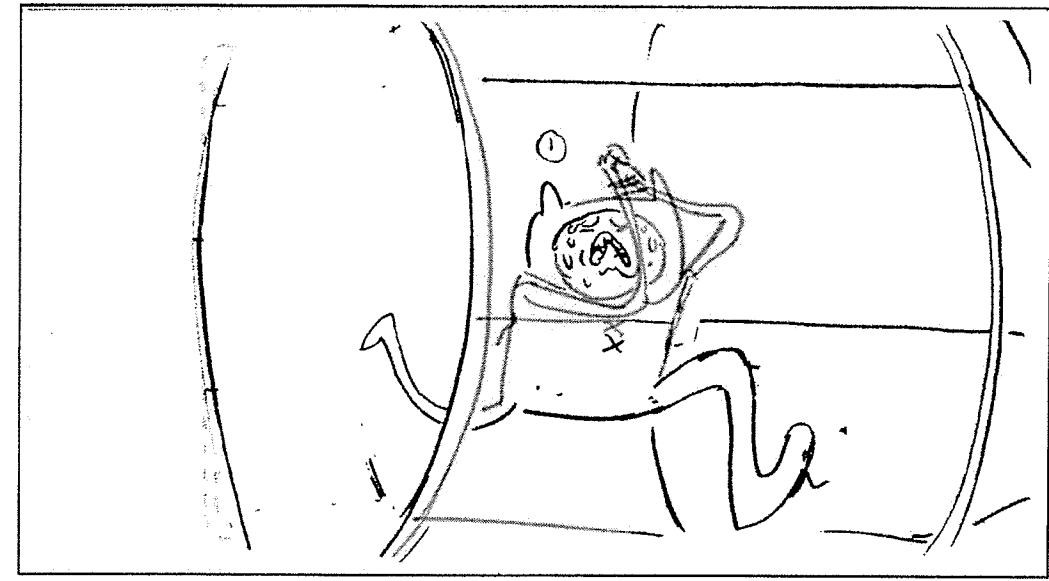


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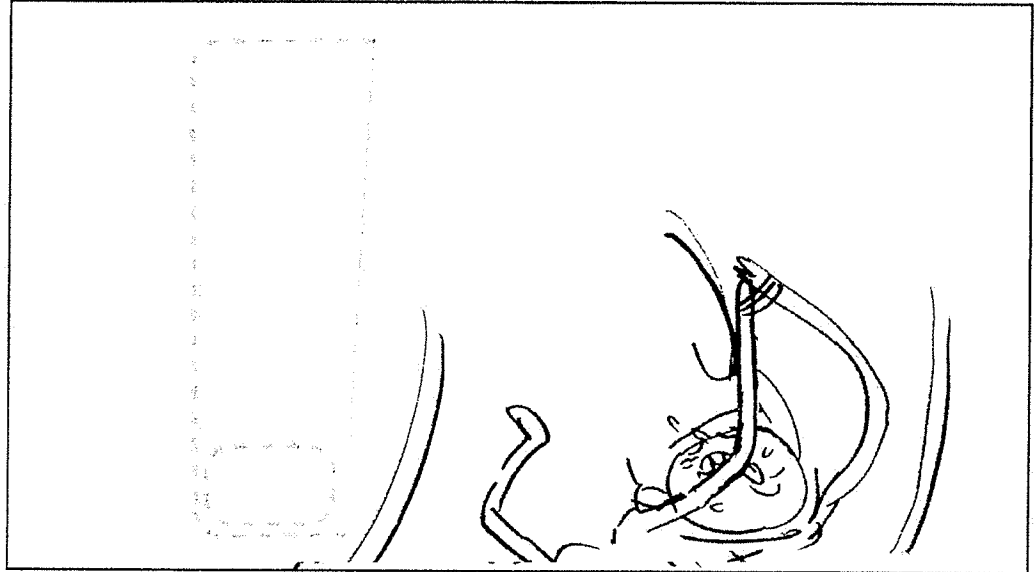
# ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialo	F) AUGH!!
Actio	ALTERNATE ① & ② FOR RUNNING
Time	FINN TRIPS, CAN'T RUN ANYMORE

EPISODE #

Production :

100233



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ADVENTURE TIME



Sc. 99

Pnl. C

Bg.

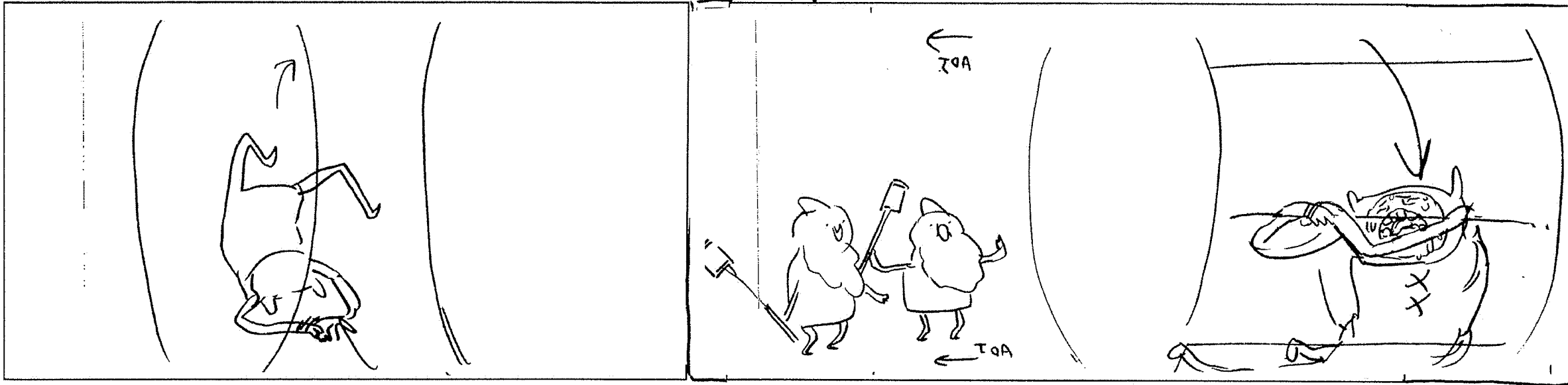
day night

Sc. 99

Pnl. D

Bg.

day night



Dialog:	GNOMES: CONGRATULATIONS! YOU'VE FULLY CHARGED THE ALTERNATOR!!!	
Action:	FINN IS FACE FLAT ON WHEEL, SPINS AROUND AS WHEEL KEEPS SPINNING W/ MOMENTUM	WHEEL SETTLES W/ FINN SLUMPED & HEAVING IN FOREGROUND
Timing:		

Production :

100233



# ADVENTURE TIME



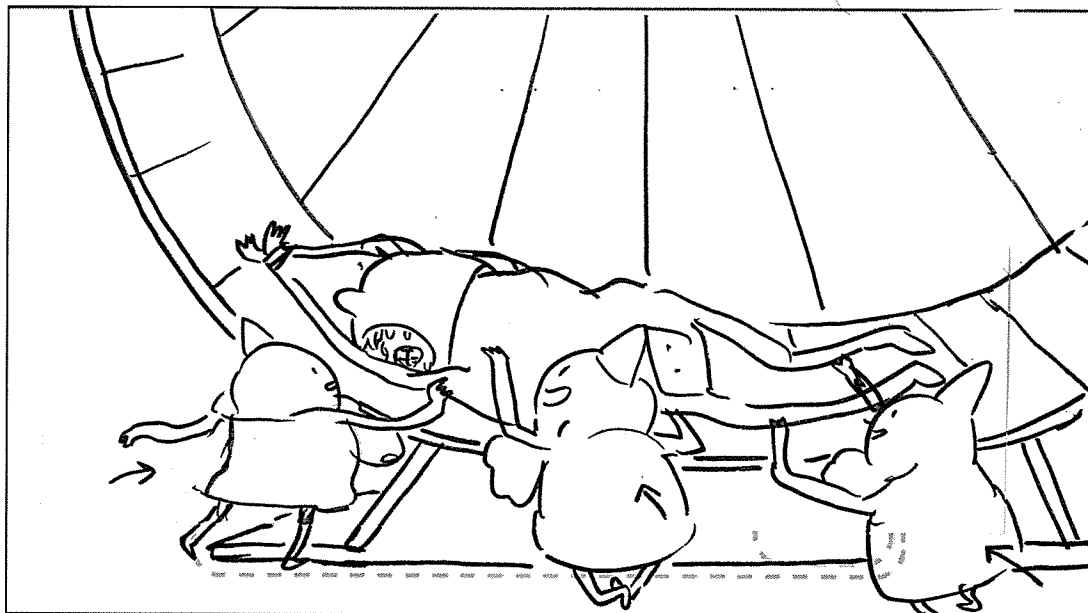
Page 124

Sc. 100

Pnl. A

Bg.

day night

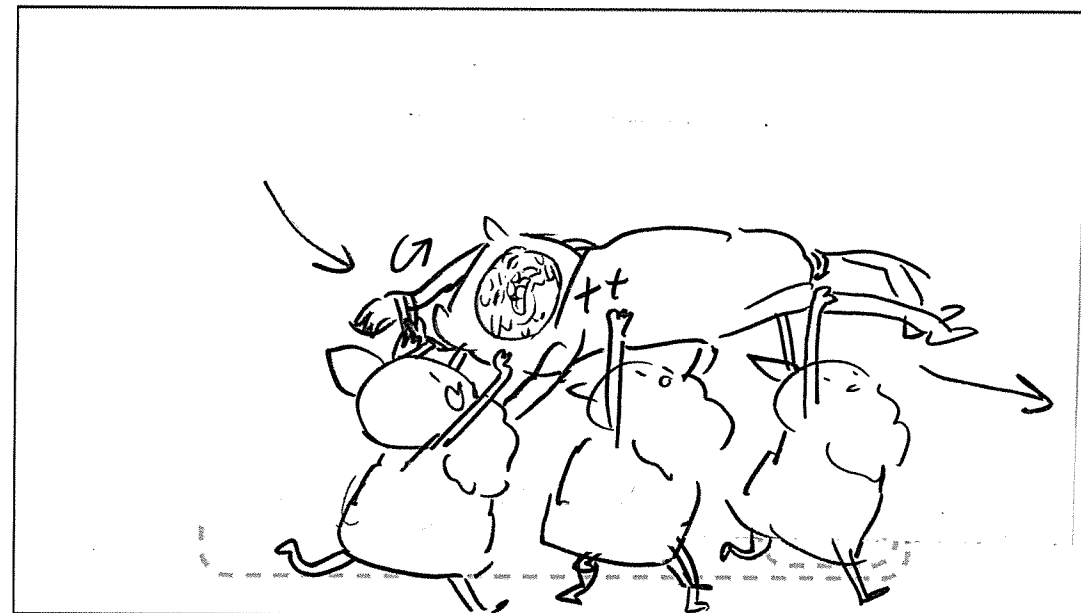


Sc. 100

Pnl. B

Bg.

day night



Dialog:

GNOMES) NOW IT'S TIME TO  
POWER UP THE PLASMA BALL!  
WITH SEXY FUN DANCING!!

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 125

Sc. 101

Pnl. A

Bg.

day night

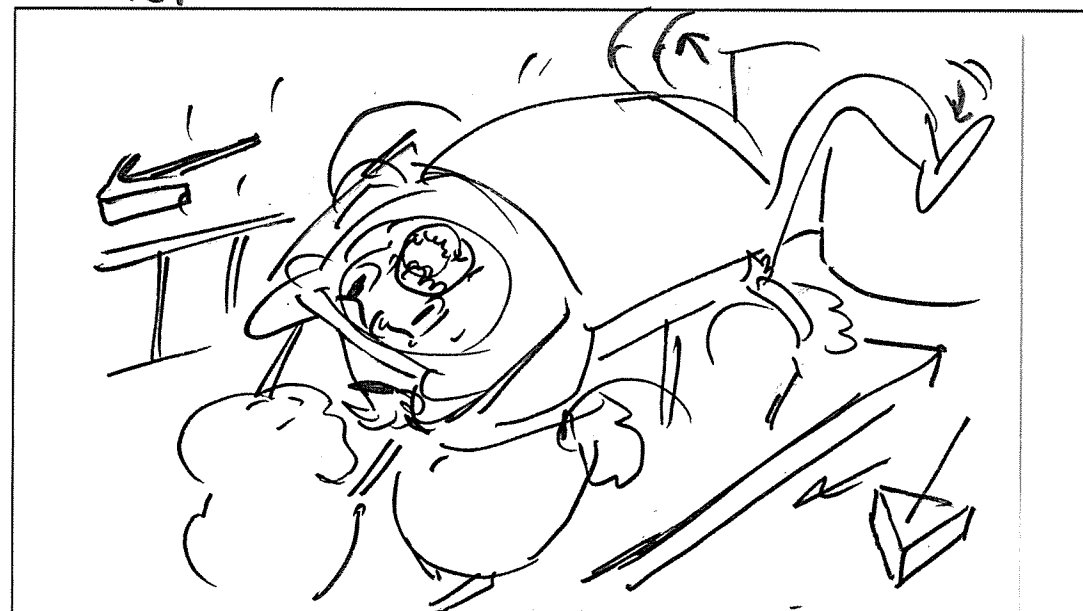


Sc. 101

Pnl. B

Bg.

day night



Dialog:

F) NO! STOP! NO!!

Action:

FINN KICKS LEGS + STRUGGLES,  
BG PANS IN PERSPECTIVE

Timing:

EPISODE #  
100233

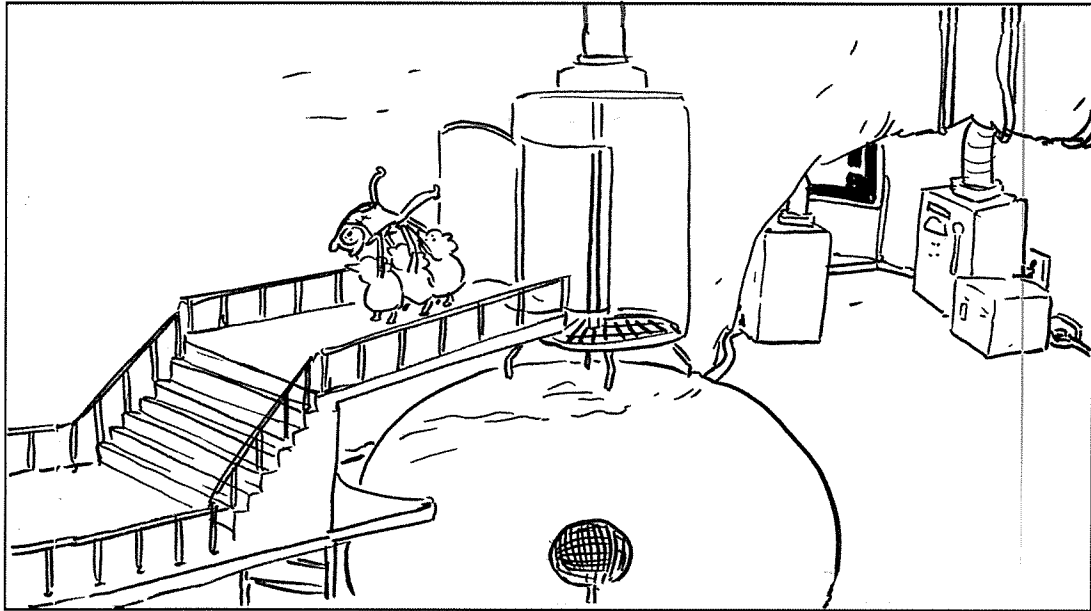
Production :



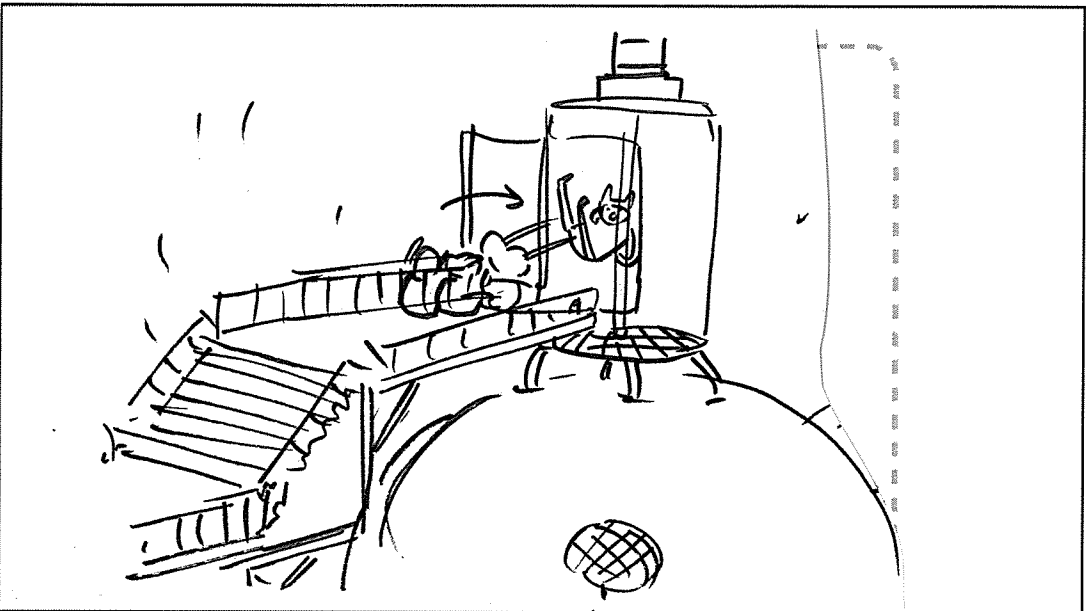
ADVENTURE TIME



Sc. 102 Pnl. A Bg. day night



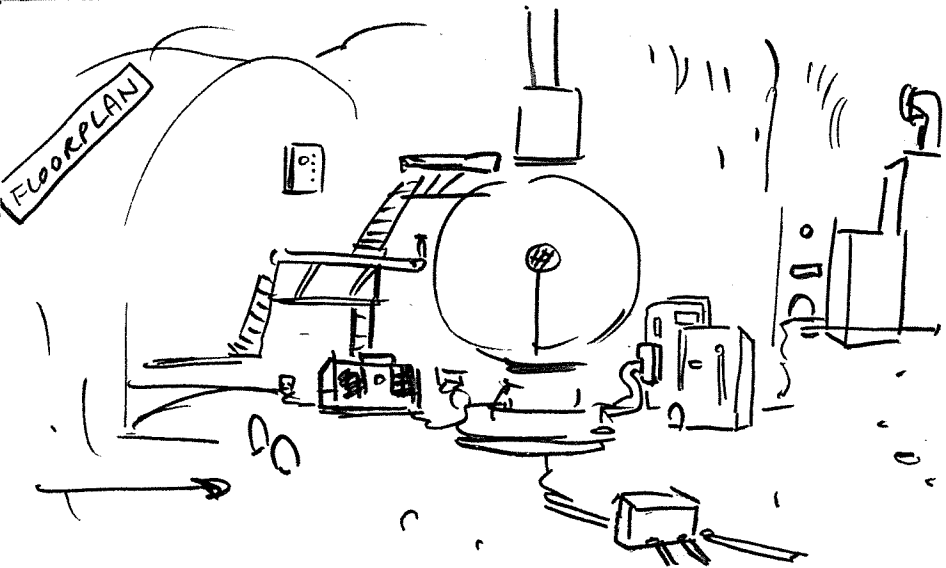
Sc. 102 Pnl. B Bg. day night



Dialog:

Action:

Timing:



EPISODE # 100233

Production :



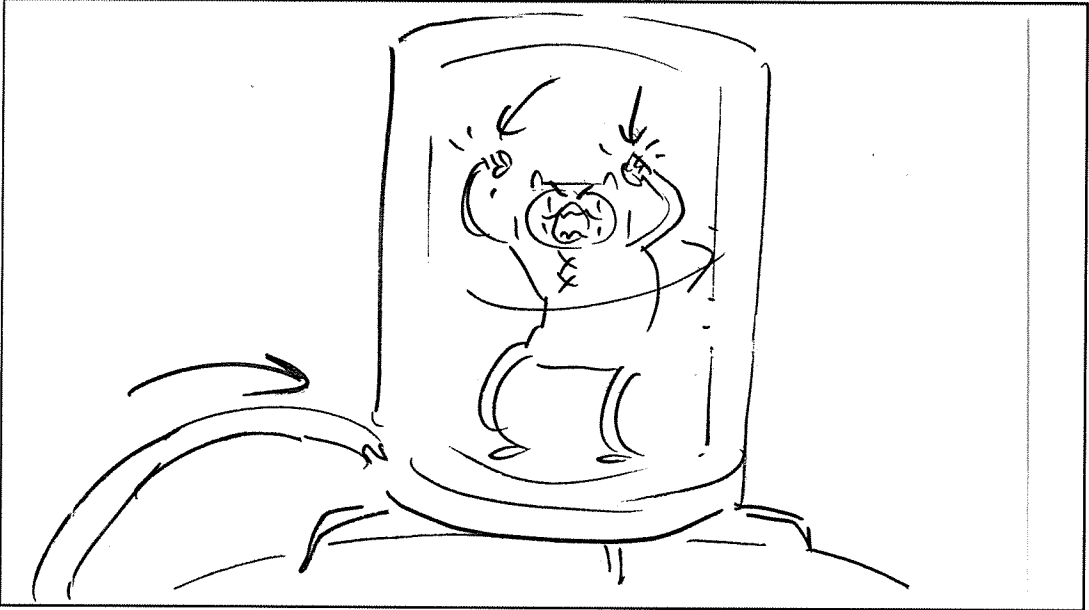
ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 103 Pnl. B Bg. day night



Dialog:

Action:

Timing:



FINN BREAKS BINDS ON HIS WRISTS JUST AS  
GNOME HAND SLAMS DOOR SHUT -  
FINN'S FISTS HIT CLOSED DOOR.

100233

EPISODE #

Production :



# ADVENTURE TIME



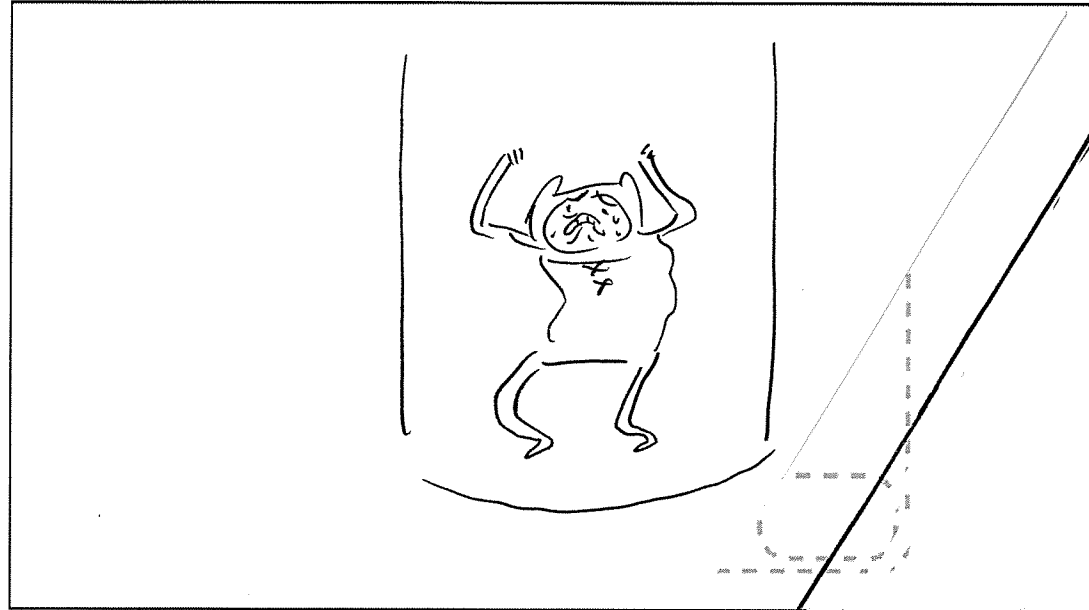
Page 128

Sc. 103

Pnl. C

Bg.

day night

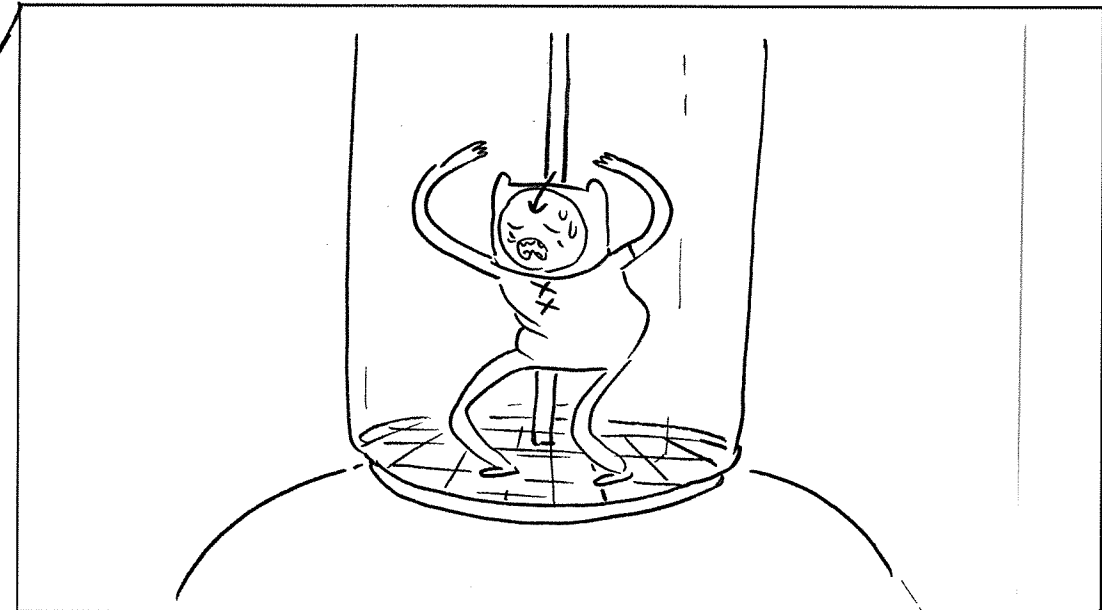


Sc. 103

Pnl. D

Bg.

day night



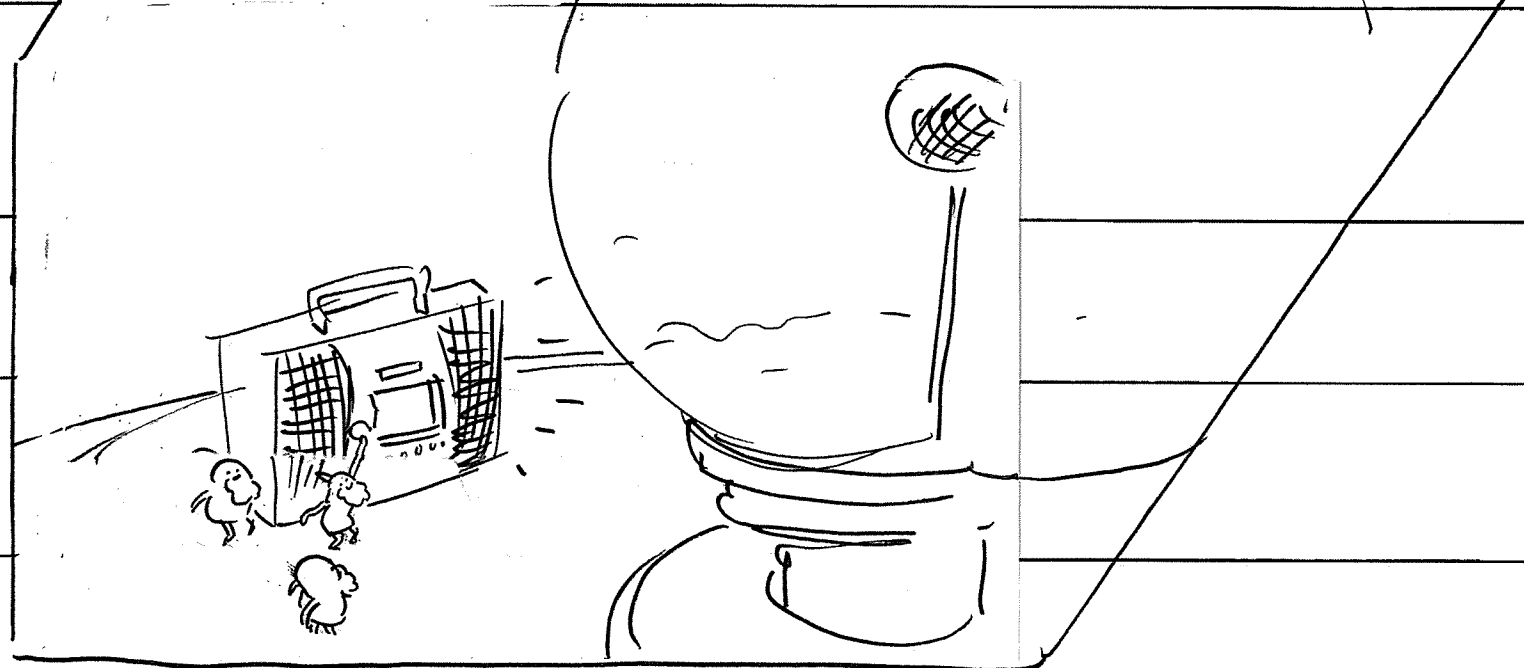
Dialog:

♫ HOUSE  
MUSIC ♫

Action:

FINN LOOKS DOWN TO  
SEE GNOME'S TURNING ON  
HUGE BOOM BOX

Timing:



100233

EPISODE #

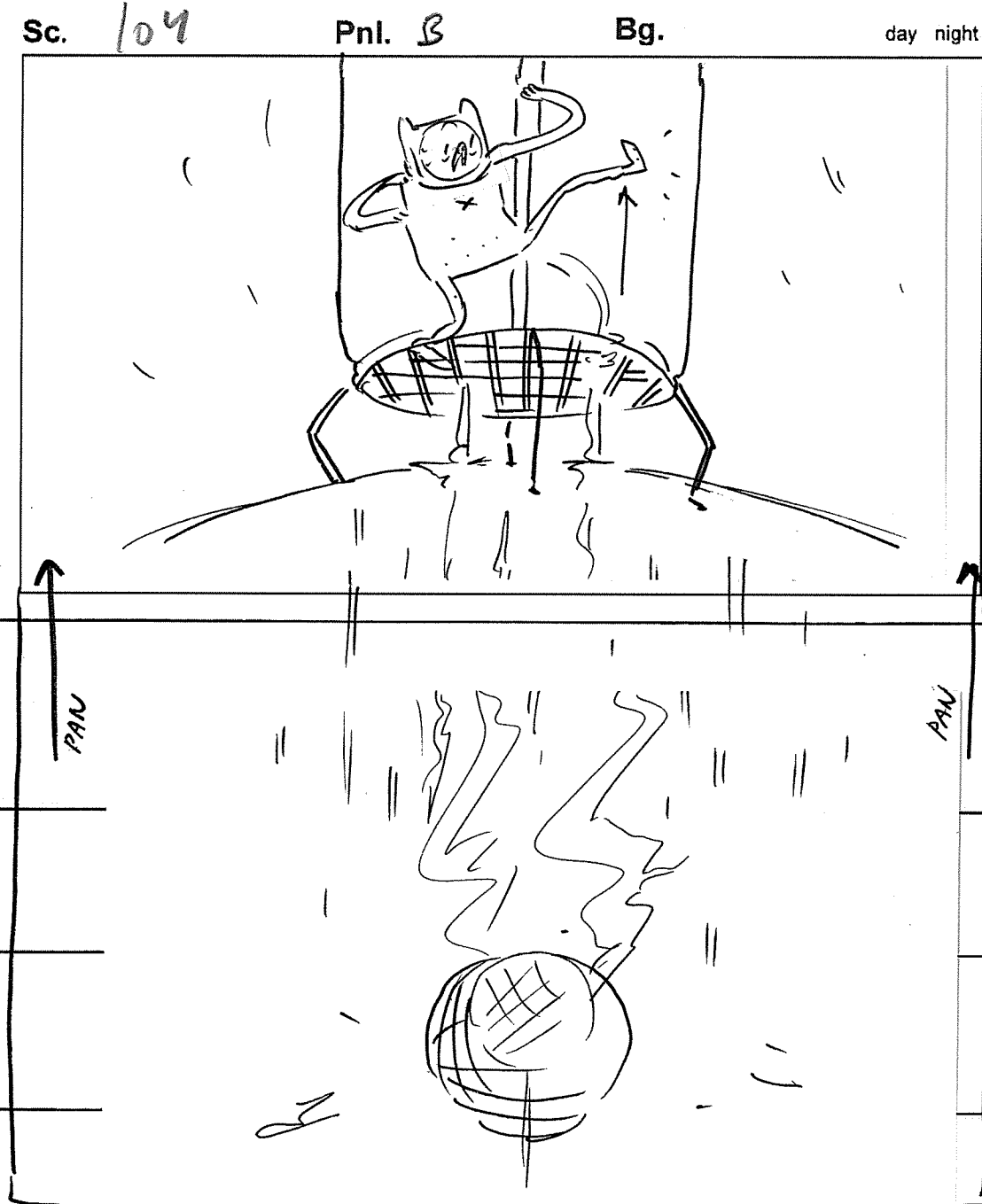
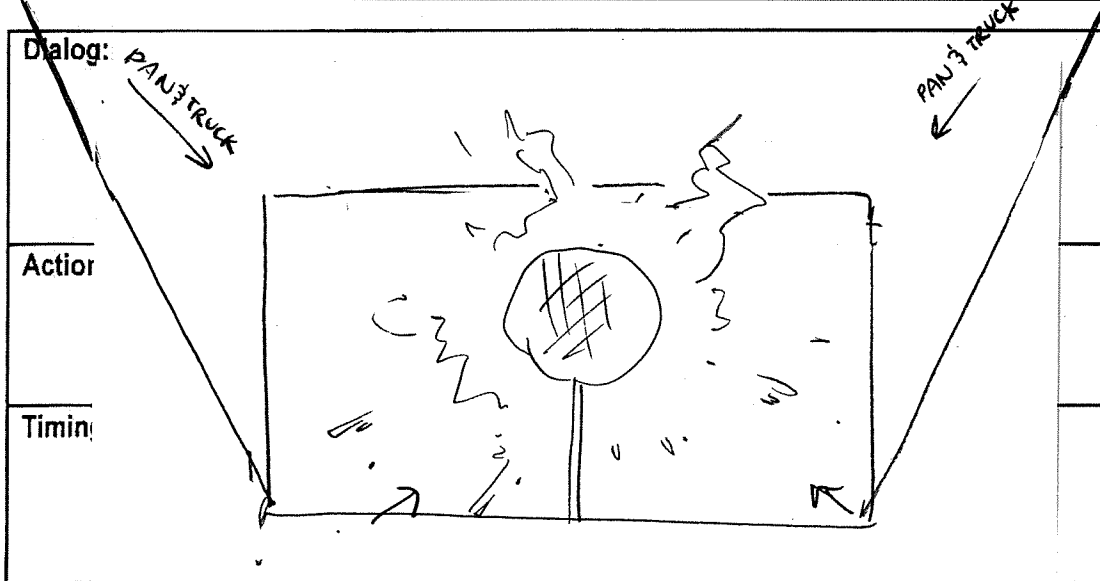
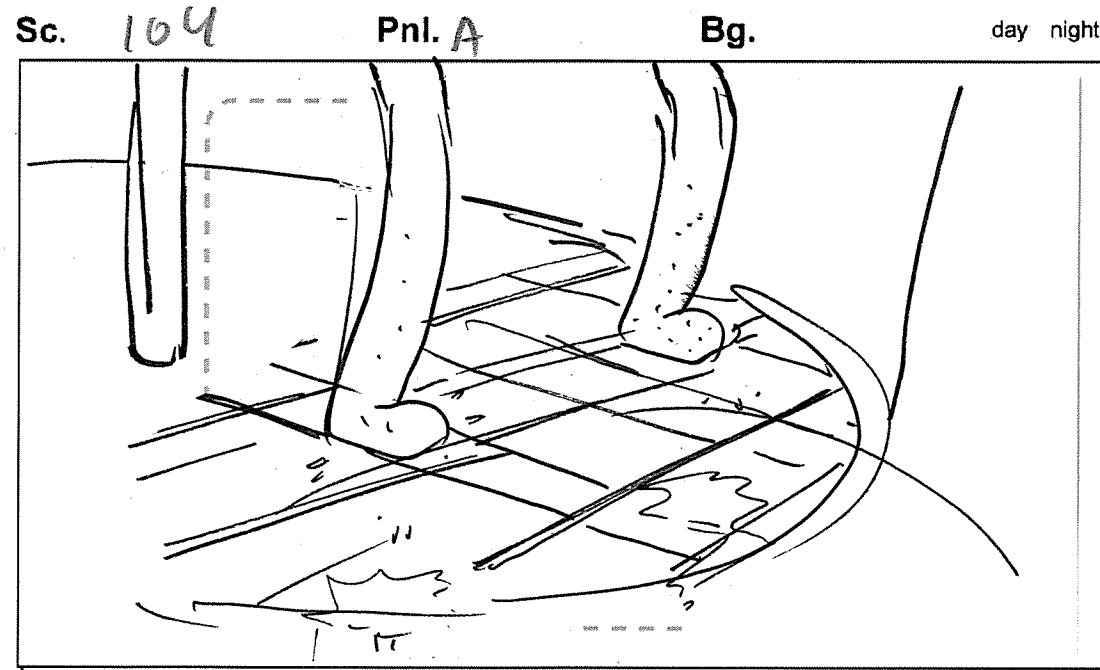
Production :



# ADVENTURE TIME



Page 129



EPISODE # 00233

Production :



# ADVENTURE TIME



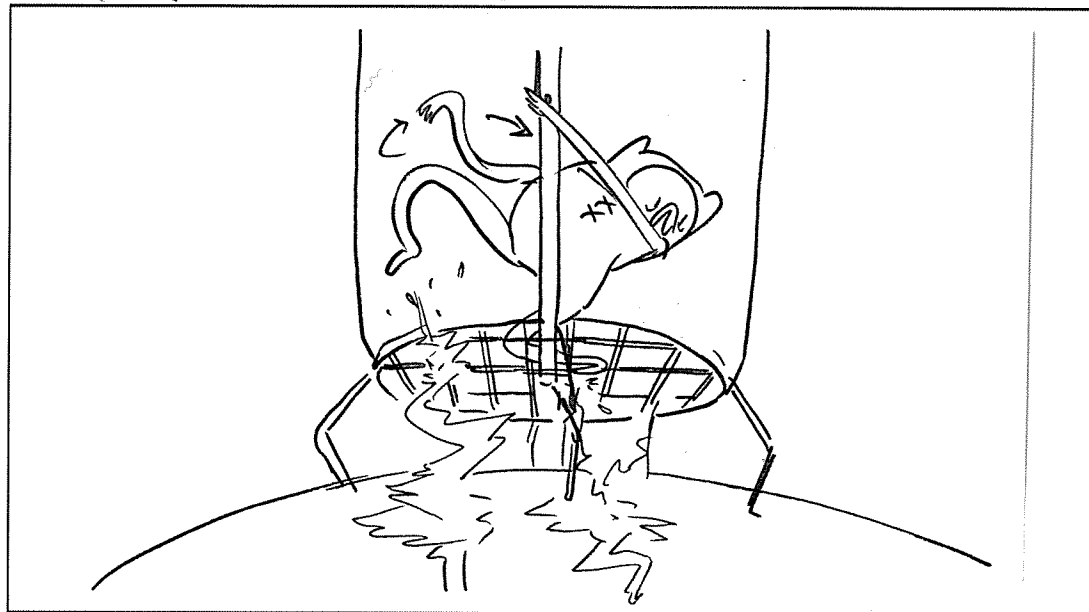
Page 130

Sc. 104

Pnl. C

Bg.

day night

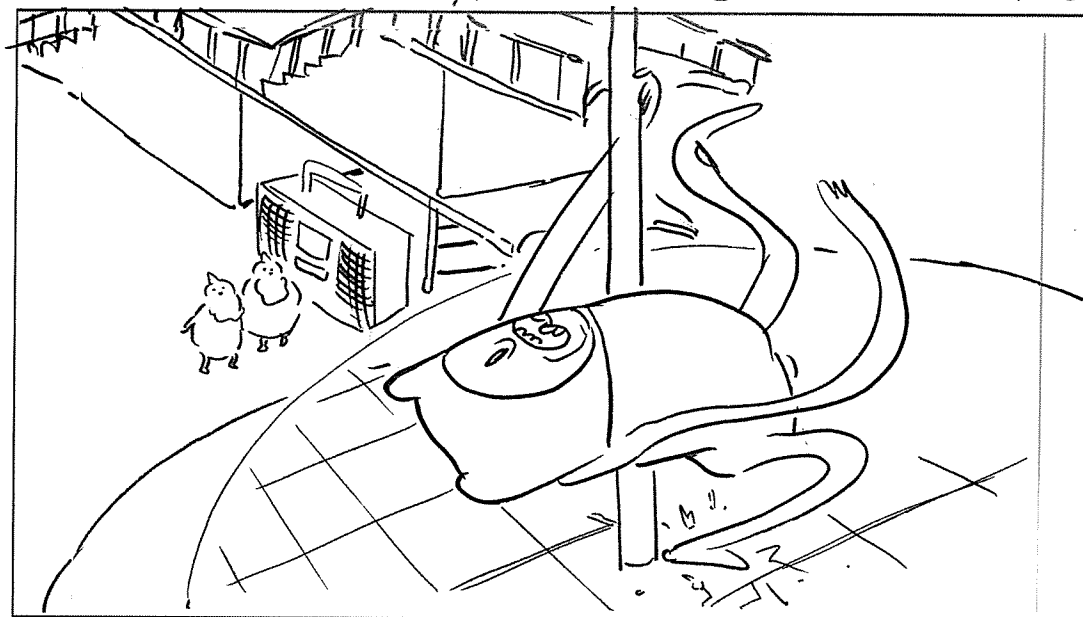


Sc. 105

Pnl. A

Bg.

day night



Dialog:

F) AH!!

- Z Z A P! -

F) AHU!!!

- Z A P!! -

Action:

PLASMA BALL ELECTRICITY SHOOTS UP & HITS  
FINN'S FEET AGAINST THE GRATE,  
FINN DOES FREAKY DANCE TO PICK HIS FEET UP QUICKLY

Timing:

100233

EPISODE #

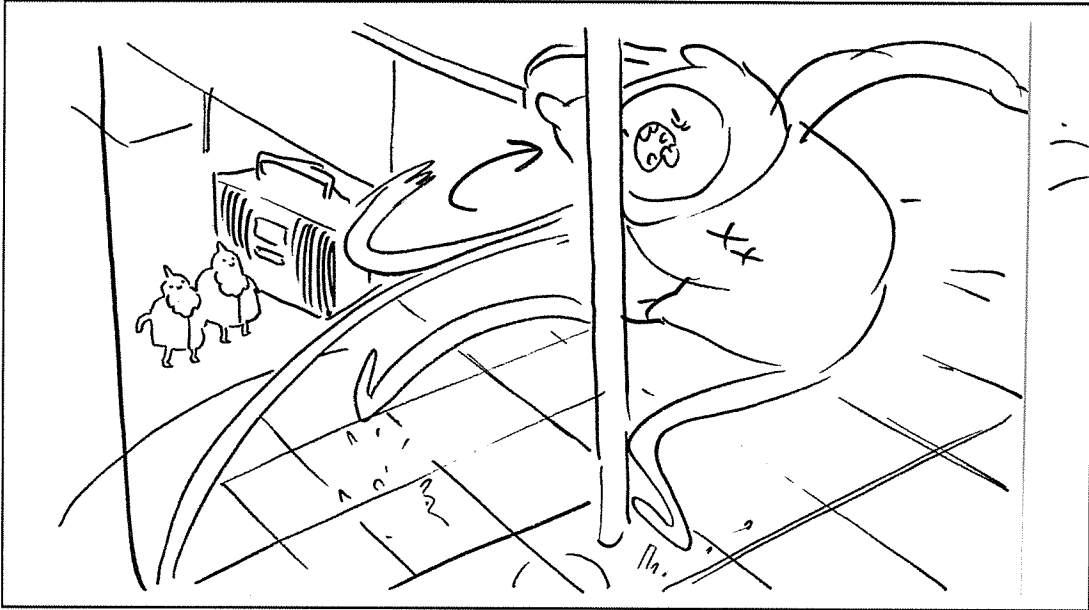
Production :



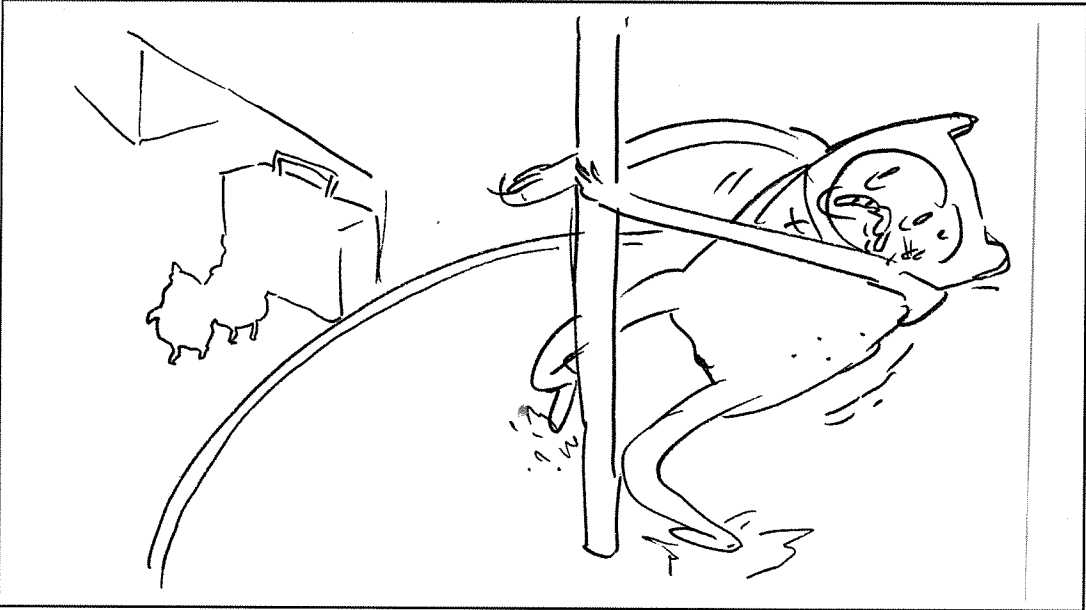
ADVENTURE TIME



Sc. 105 Pnl. B Bg. day night



Sc. 105 Pnl. C Bg. day night



Dialog:	=ZAP= F: AH!
Action:	
Timing:	

EPISODE # 100233

Production :



# ADVENTURE TIME



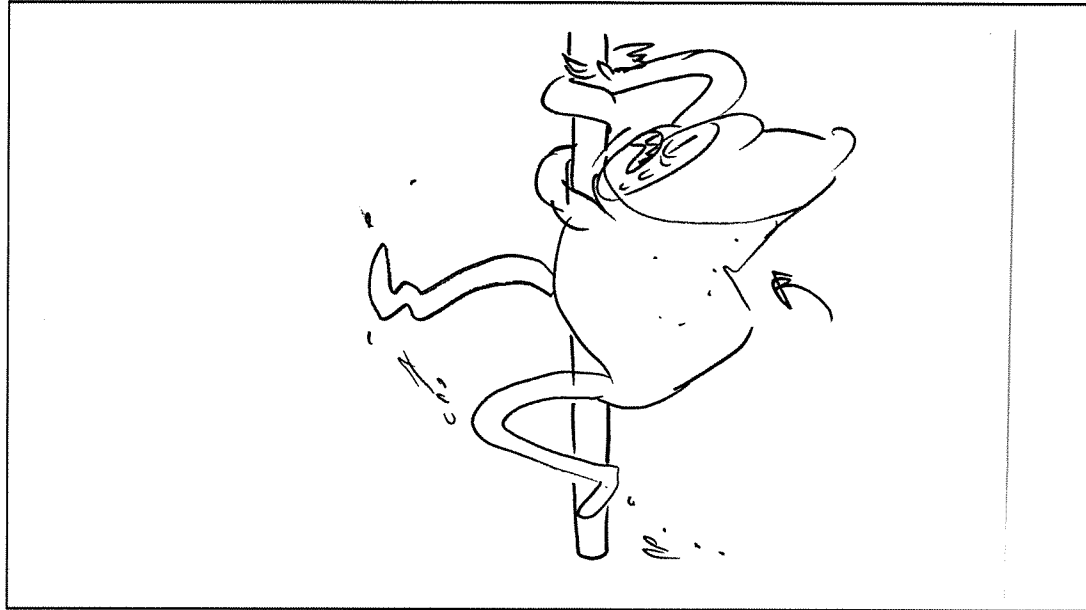
Page 132

Sc. 105

Pnl. D

Bg.

day night

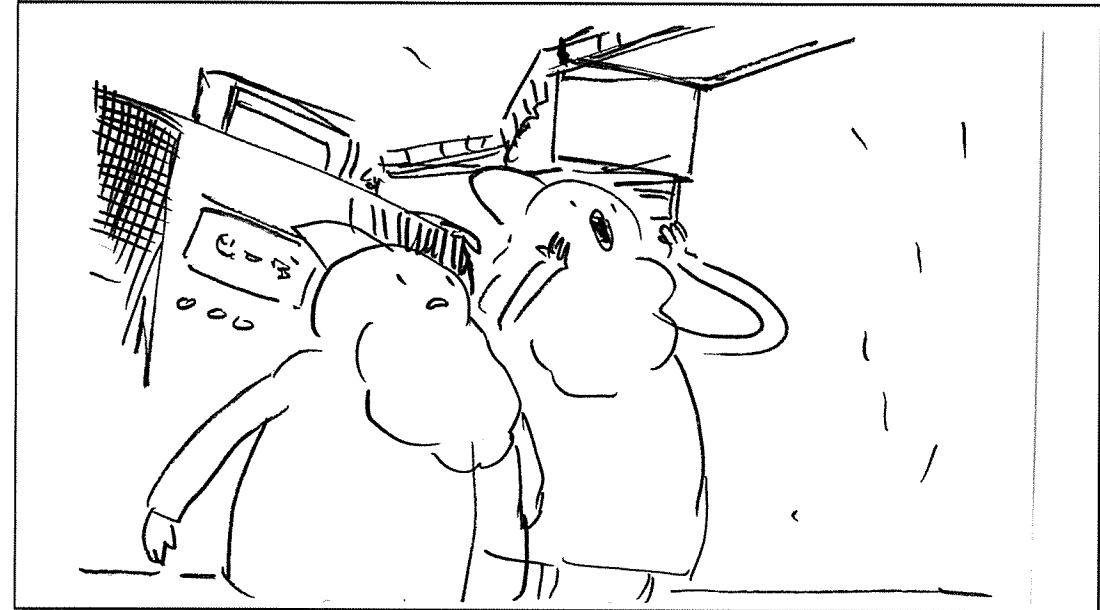


Sc. 106

Pnl. A

Bg.

day night



Dialog:

A (SHRIEK)

(NONE) IT DOESN'T LOOK  
LIKE YOU'RE HAVING  
SEXY FUN.

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



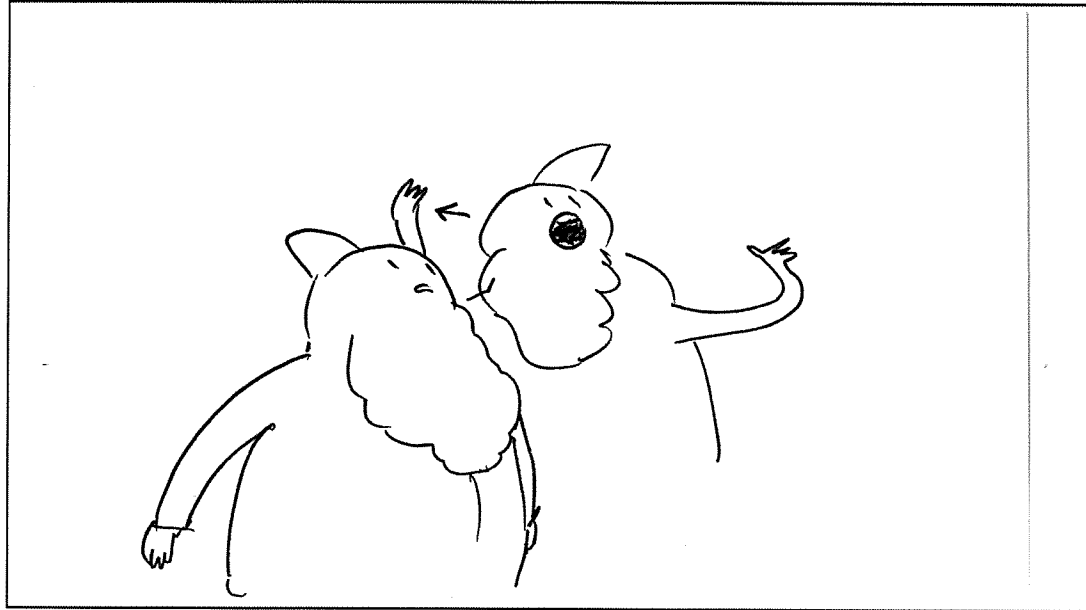
Page V33

Sc. 106

Pnl. B

Bg.

day night

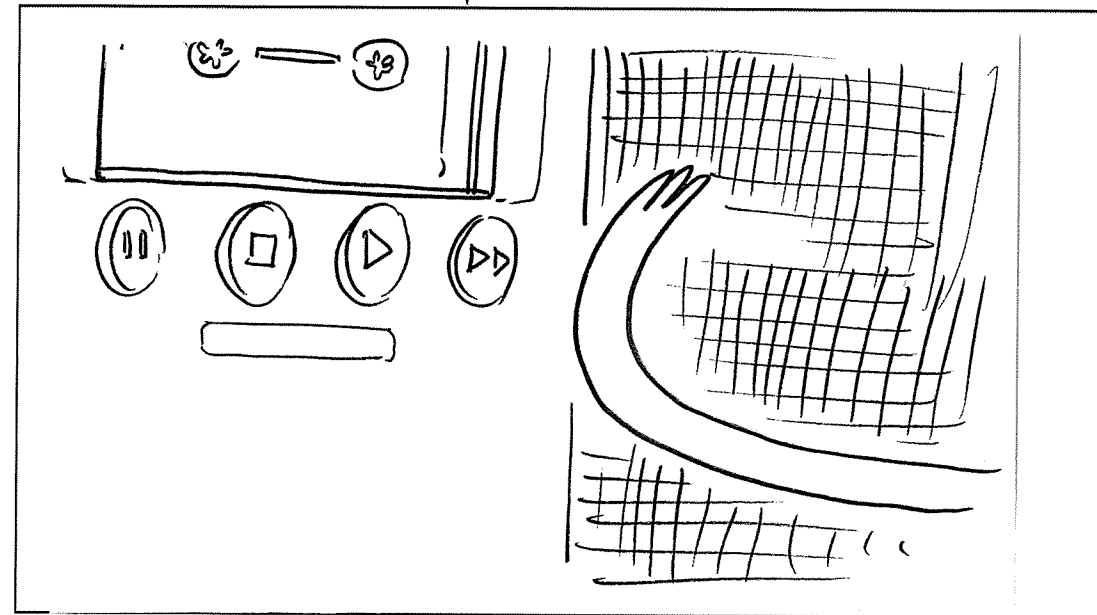


Sc. 107

Pnl. A

Bg.

day night



Dialog:

Gnome) IS THE MUSIC TOO SLOW?

Action:

Gnome HITS FAST FORWARD BUTTON ON  
HUGE BOOMBOX.

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



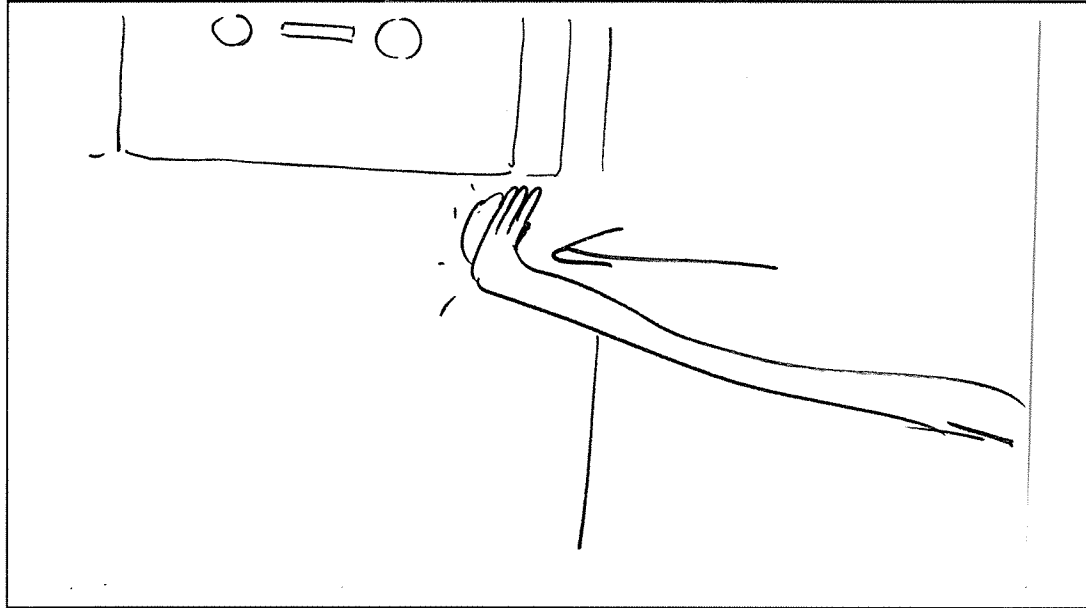
Page 134

Sc. 107

Pnl. B

Bg.

day night



Sc. 108

Pnl. A

Bg.

day night



Dialog:

WAP!

Action:

MUSIC SPEEDS UP, SOUNDS  
HORRIBLE & SCREECHY!

Timing:



FINN CURLS IN & COVERS  
EARS AT AWFUL FAST-FORWARD  
HOUSE MUSIC

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 135

Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night



Dialog:

Action:

≡ ZAP ≡ -ING CONT. TO BEAT

Timing:

EPISODE # 100233

Production :



ADVENTURE TIME



Sc. 109 Pnl. C Bg. day night

Sc. 109 Pnl. D Bg. day night

Dialog:

ZAPS TO BEAT

Action:

Timing:

EPISODE # 100233

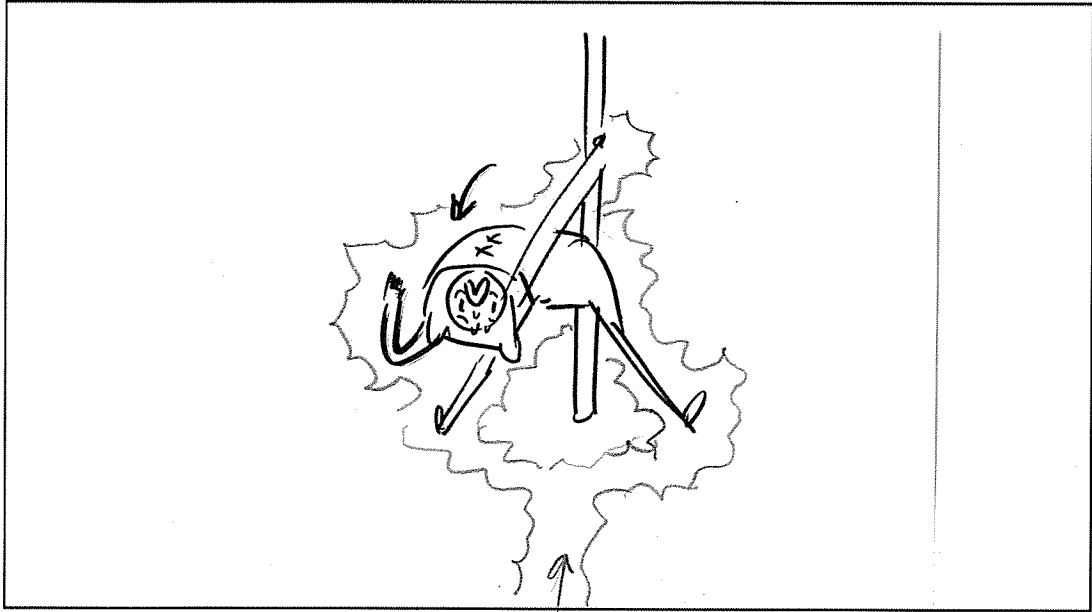
Production :



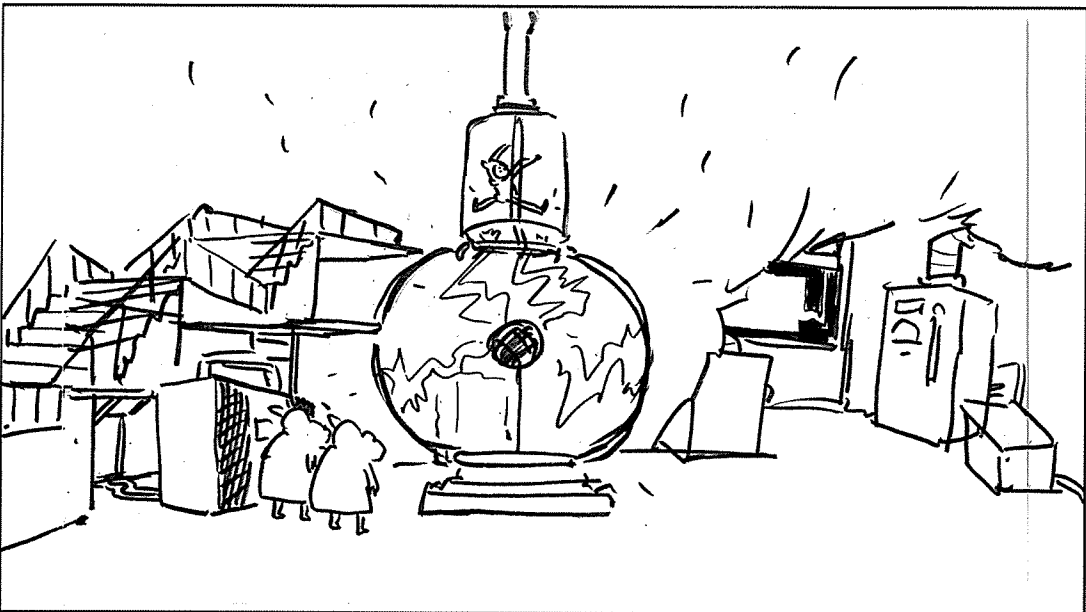
ADVENTURE TIME



Sc. 109 Pnl. E Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:	F) AHHAH!!! ZAP
Action:	LONG SHOT — PLASMA BALL GOIN' CRAZY — FINN GETTIN ZAPPED
Timing:	

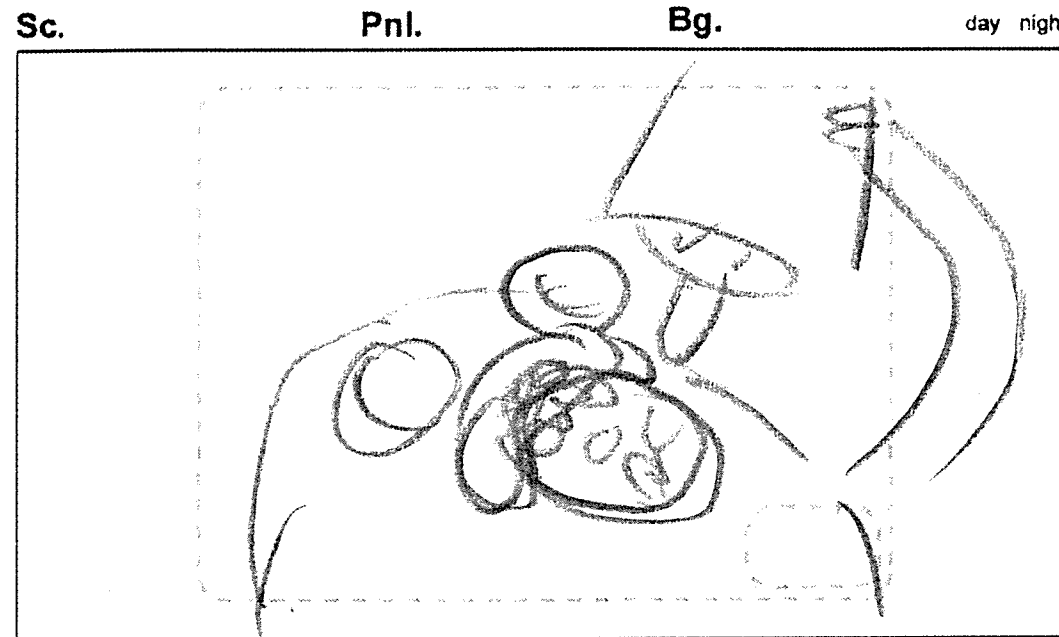
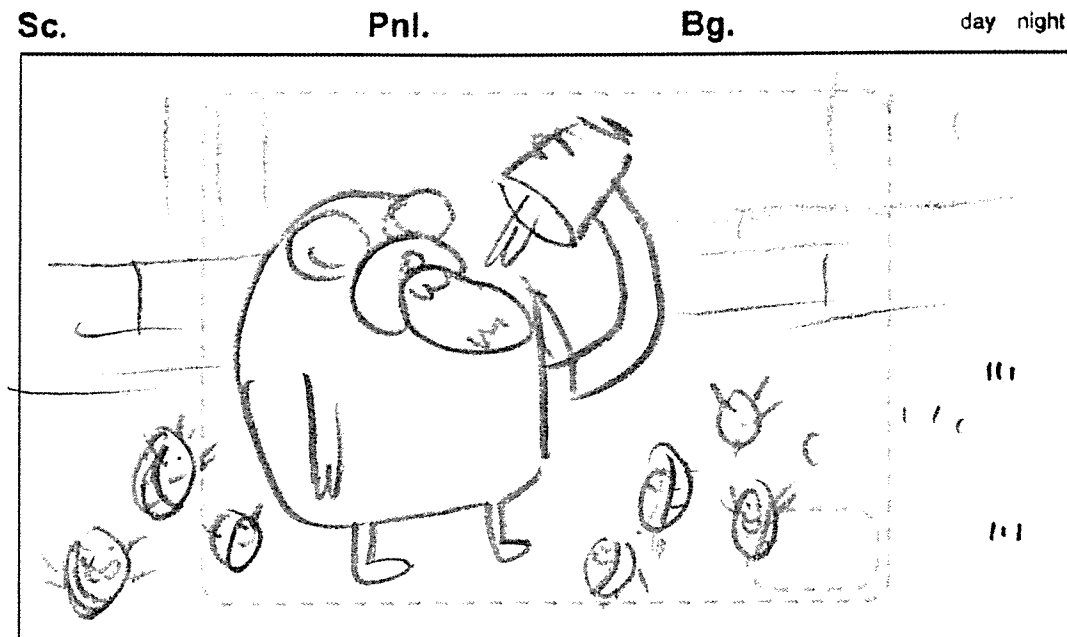
EPISODE # 100233  
Production :



# ADVENTURE TIME



Page 138



Dialog:  
Bugs: chugChug chug chug!  
Jake: hahaha (swallowing)

Action:

Timing:

100233

EPISODE #

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(J) Gulp!	(J) Woooo!
Action:		
Timing:		

100233

EPISODE #

Production :

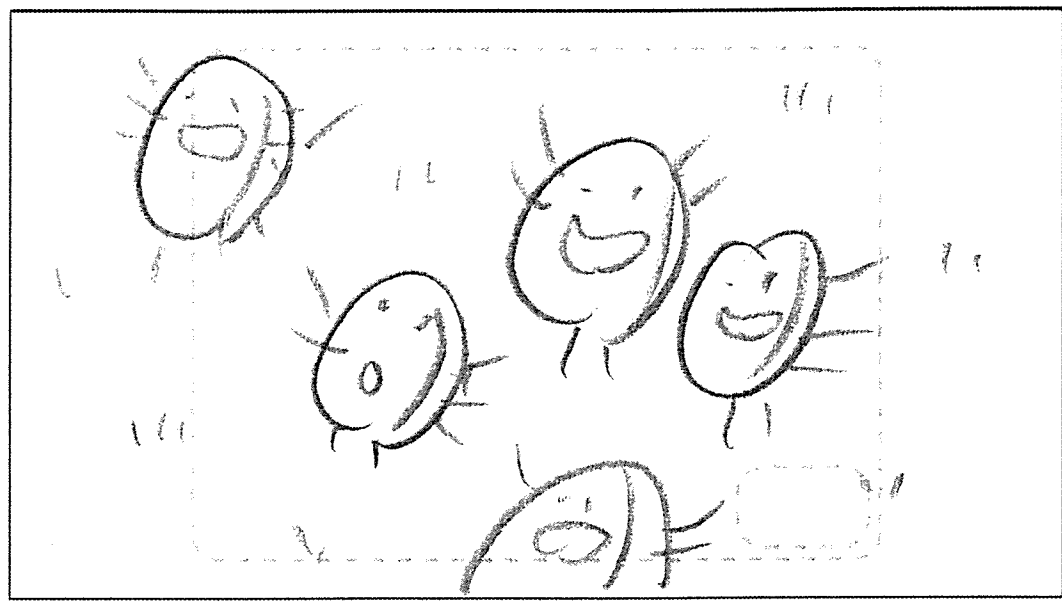


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ADVENTURE TIME



Sc. Pnl. Bg. day night

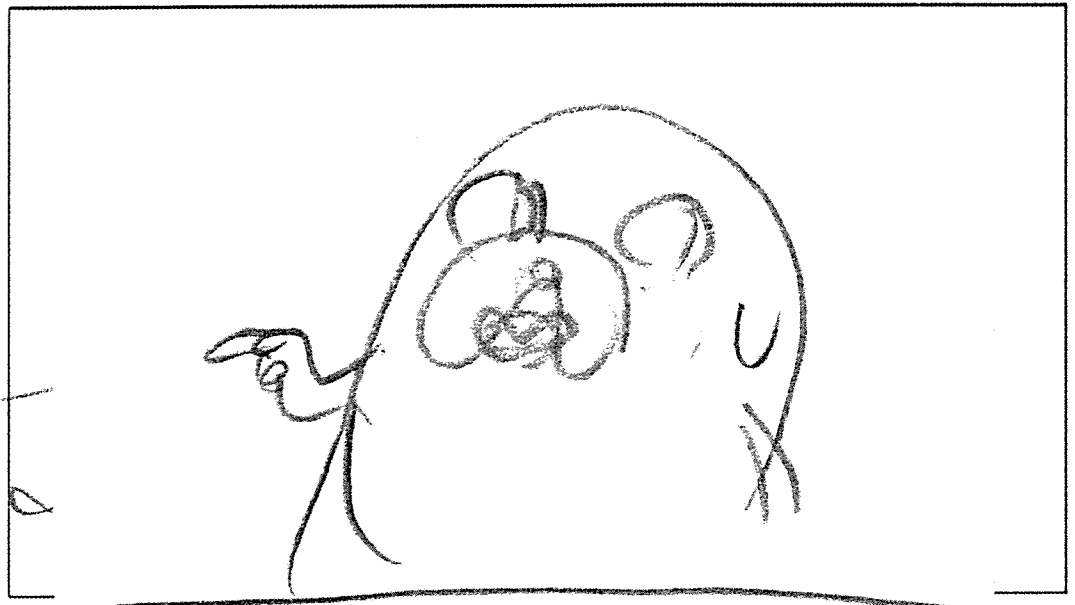


Dialog:  
BUGS: (cheers)!  
waaa

Action:

Timing:

Sc. Pnl. Bg. day night



⑤ ANY MORE  
GRASS SHAKES  
SIMON ?

100233

EPISODE #

Production :



ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog

Action

Timing

⑤ All Finished.

Dialog

Action

Timing

⑤ finished huh?

100233

# EPISODE

Production :



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ADVENTURE TIME



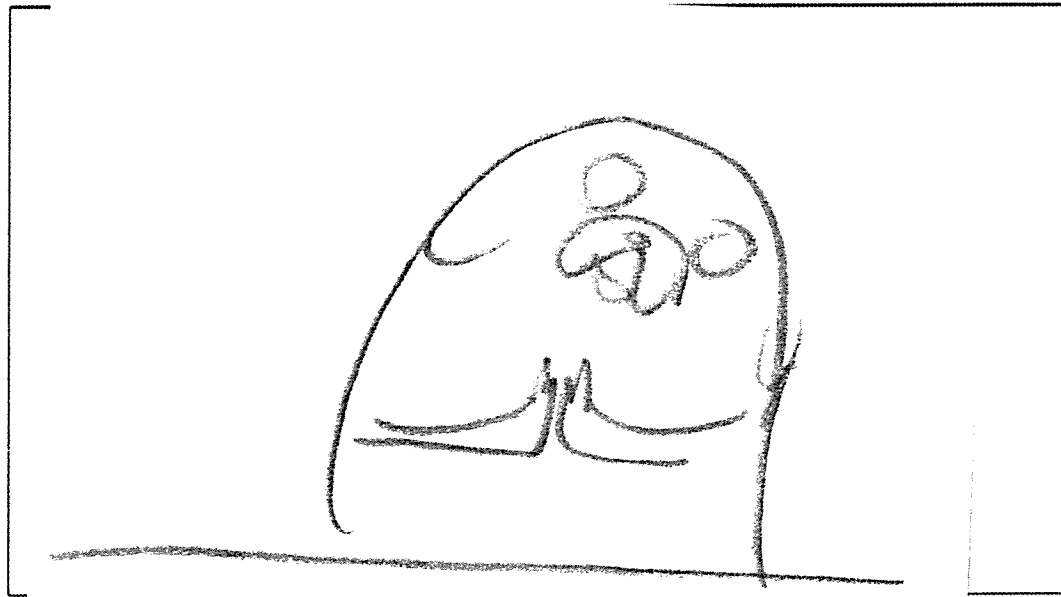
Sc. Pnl. Bg. day night



Dia ⑤ Fin - ished  
Act Fin - ished ~~Fin - ished~~

Timing:

Sc Pnl. Bg. day night



⑤ Finn

100233

EPISODE #

Production :



ADVENTURE TIME



Page 143

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



⑤ Finn

Finn —



J: AWW FINN!!

Dia

Ac

Timing:

100233

EPISODE #

Production :

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day night



### Timing

Production :

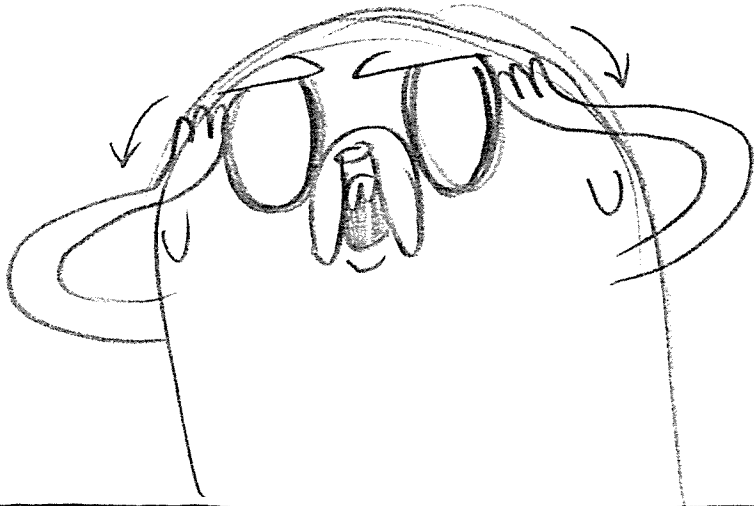


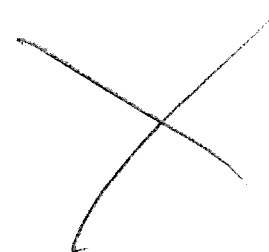
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ADVENTURE TIME



145

Sc.	Pnl.	Bg.	day	night	Sc.
					
Dialog: ① GET UN D/STRACED!					
Action:					
Timing:					



100233

EPISODE #

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

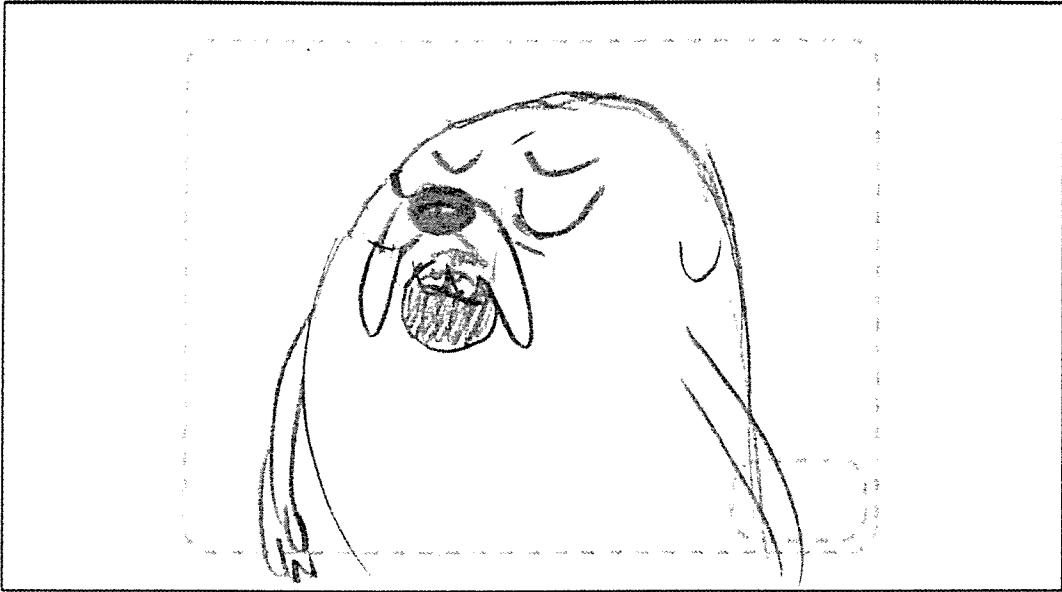


Dialo ① AND USE ALL OF MY SKILLS TO TRACK HIM DOWN!

Actio

Timing:

Sc. Pnl. Bg. day night



① SMELLING!

Jake's nose sniffs around

100233

EPISODE #

Production :



ADVENTURE TIME



Page 147

Sc.

Pnl.

Bg.

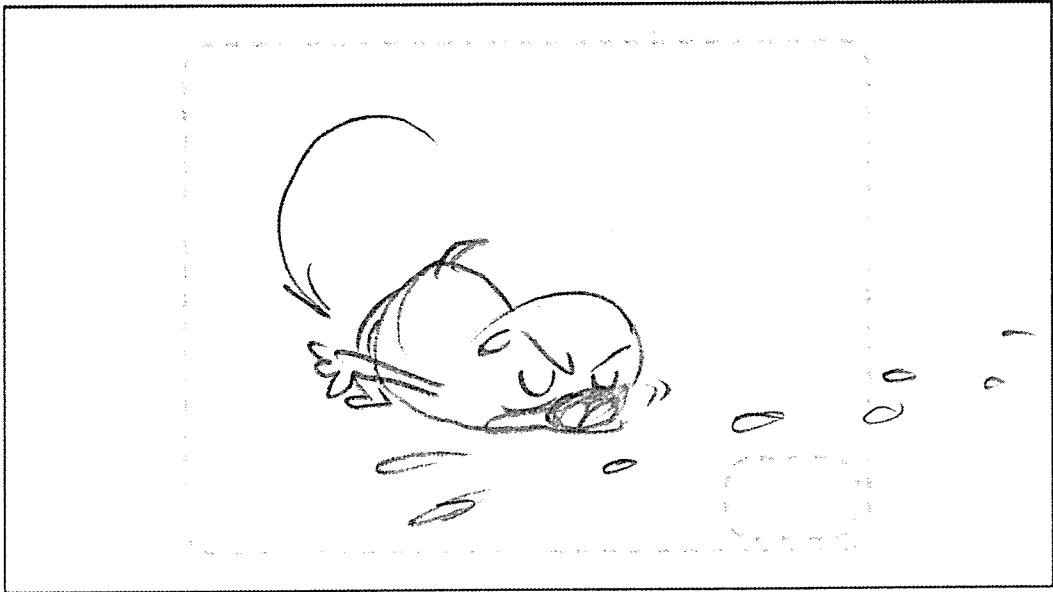
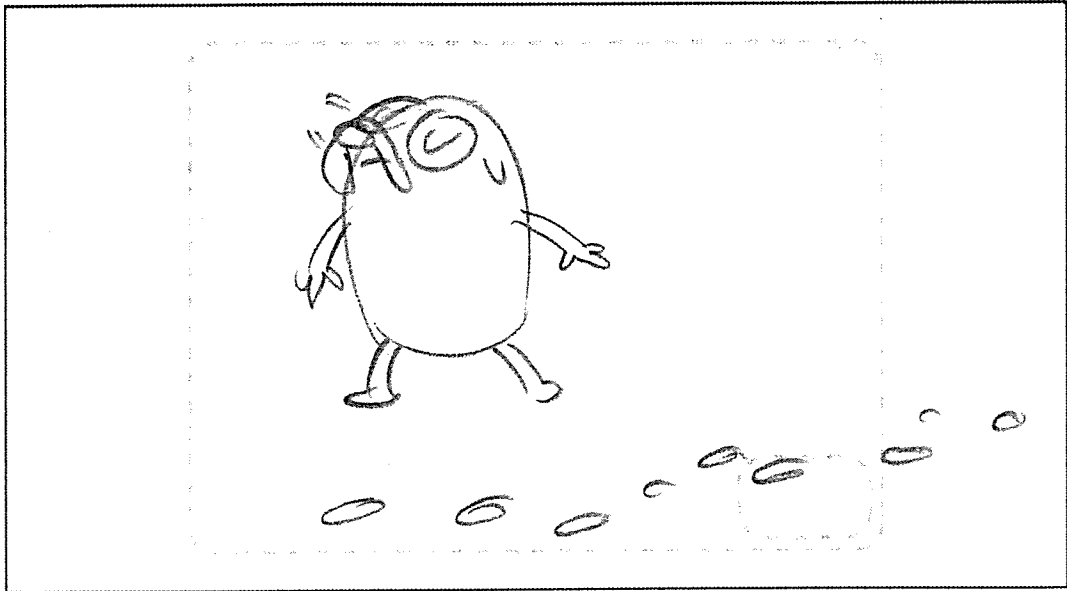
day night

Sc.

Pnl.

Bg.

day night



Dialog:	
Action:	Turns to salt + foot plants
Timing:	

100233

EPISODE #

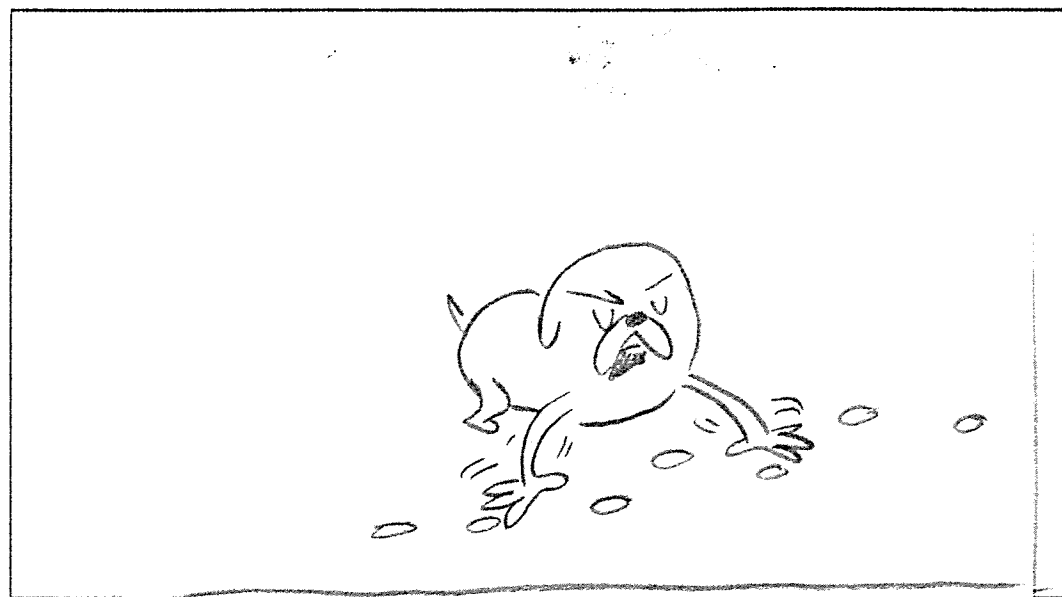
Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night



Dialog:  
① TOUCHING!

Action:

Timing:

Sc. Pnl. Bg. day night



Dialog:  
① TASTING!

Action:

Timing:

100233

EPISODE #

Production :



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dialo					① LOOKING -				
Actio					① ≡ GASP!≡				
Timing:									

100233  
EPISODE #  
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Dialo  
⑤ Little  
Foot prints...

Acti

Timing:

Sc.	Pnl.	Bg.	day	night

⑤ too small to  
be FIAN'S...

EPISODE #  
Production :

100233



ADVENTURE TIME



Sc. Pnl. Bg. day night



Dialog

Act

Time

① more like a bunch of Gnomes carrying something Footprints.

Sc. Pnl. Bg. day night



Nymphs:  
(O.S.) Giggles

EPISODE #

Production :

100233

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ADVENTURE TIME

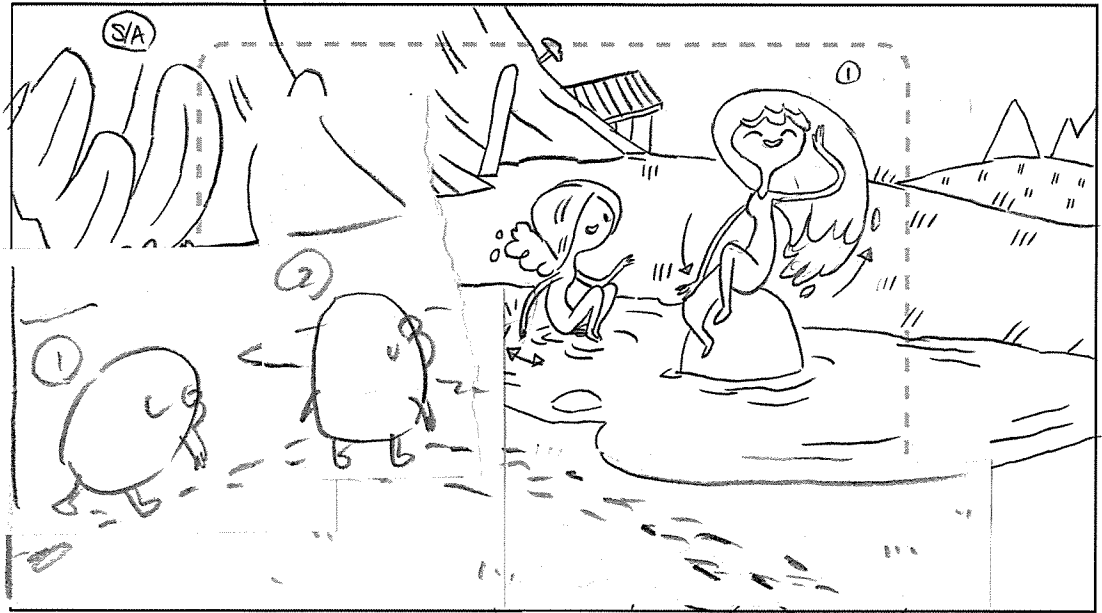


Sc. 122

Pnl. G

Bg.

day night

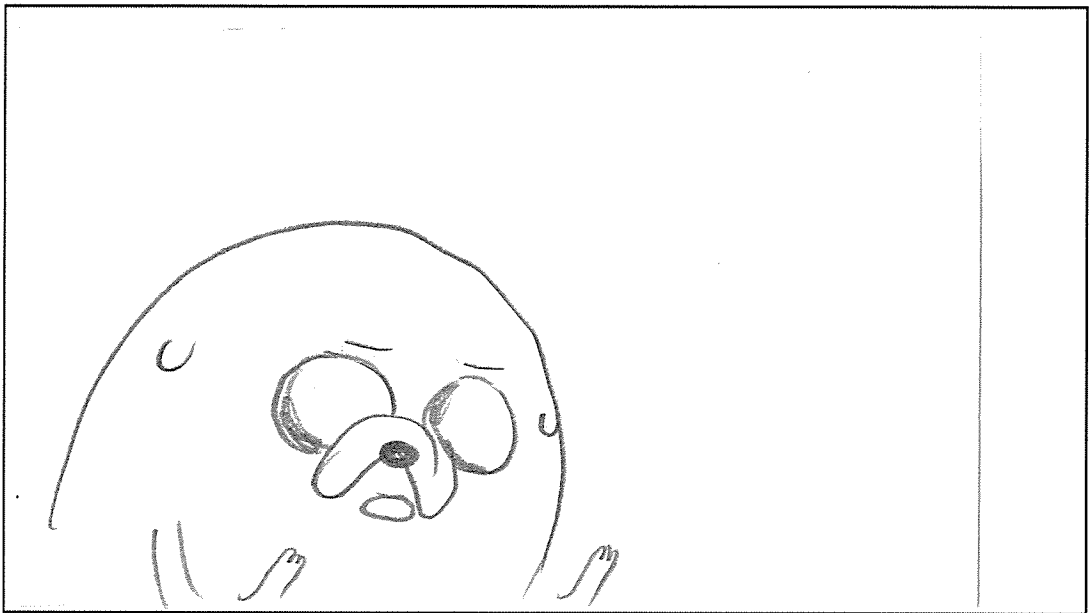


Sc.

Pnl.

Bg.

day night



Dialog: NYMPH 1: (giggle) okay, okay ...  
I've got a Joke.

Action: NYMPH 1 SLAPS HER KNEE AND TOSSES HER HAIR  
NYMPH 2 SWATS ABSENTMINDEDLY  
AT THE DASHED LINE

Timing:



100233

EPISODE #

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

100233  
EPISODE #  
Production :



ADVENTURE TIME

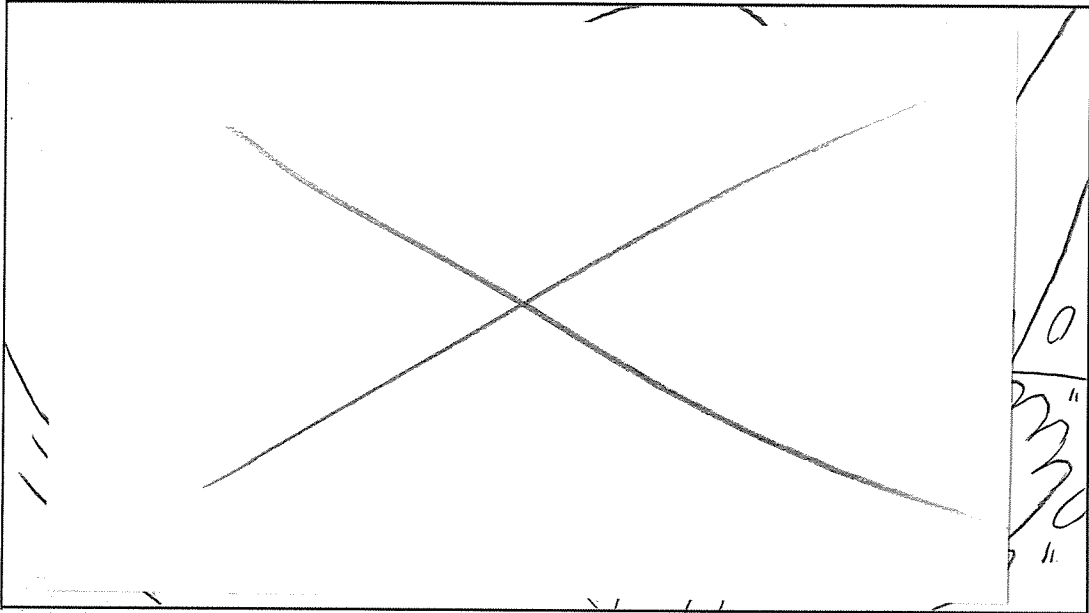


Sc. 123

Pnl. A

Bg.

day night

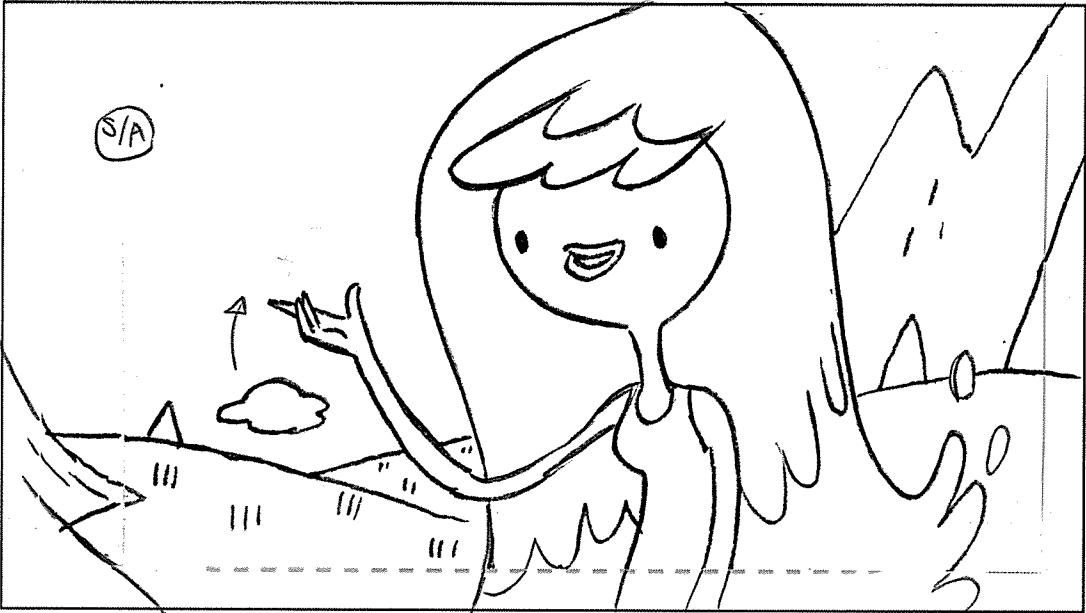


Sc. 123

Pnl. B

Bg.

day night



DI

A

Ti

N1:

WHAT... DID THE MERMAID ...  
"SEA" A MOVIE ?

100233

EPISODE #

Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action: Jake looks up, incredulous

Timing:

100233  
EPISODE #  
Production :



# ADVENTURE TIME



Sc. 124

Pnl. A

Bg.

day night



Sc. 125

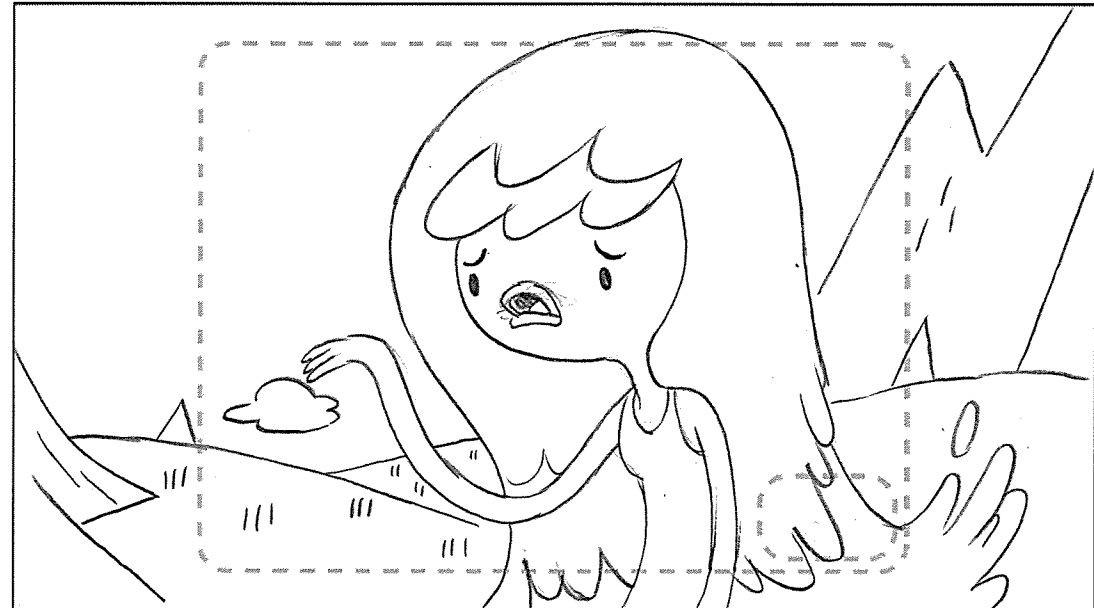
Pnl. A

Bg.

R/T Sc. 123

Page 161

day night



Dialog:

N2: WHAAAT?

N1: WAIT, I MEAN...

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



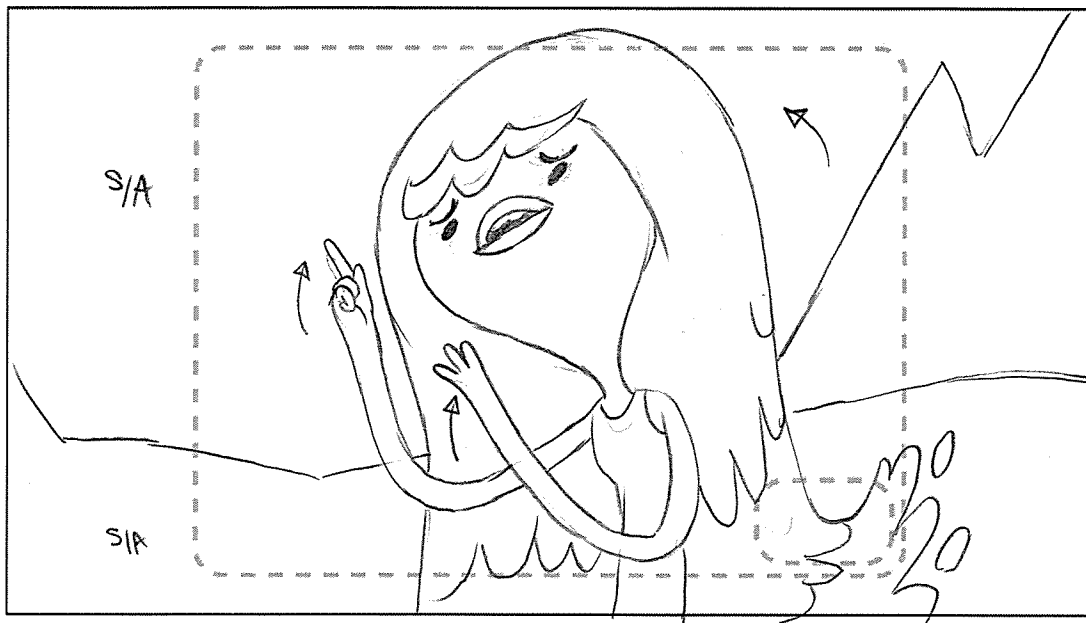
Page 162

Sc. 125

Pnl. B

Bg.

day night

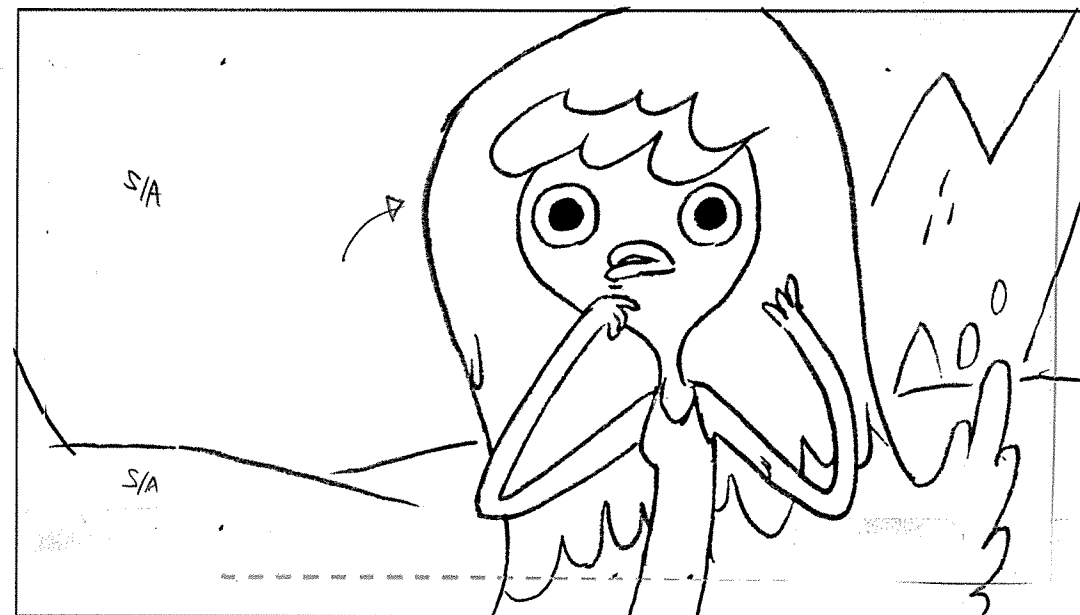


Sc. 125

Pnl. C

Bg.

day night



Dialog:

N1: "WHAT DID THE MERMAID DO  
ON A FRIDAY NIGHT"--

(UNCERTAIN)

N1: "... "SEA A MOVIE"

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME

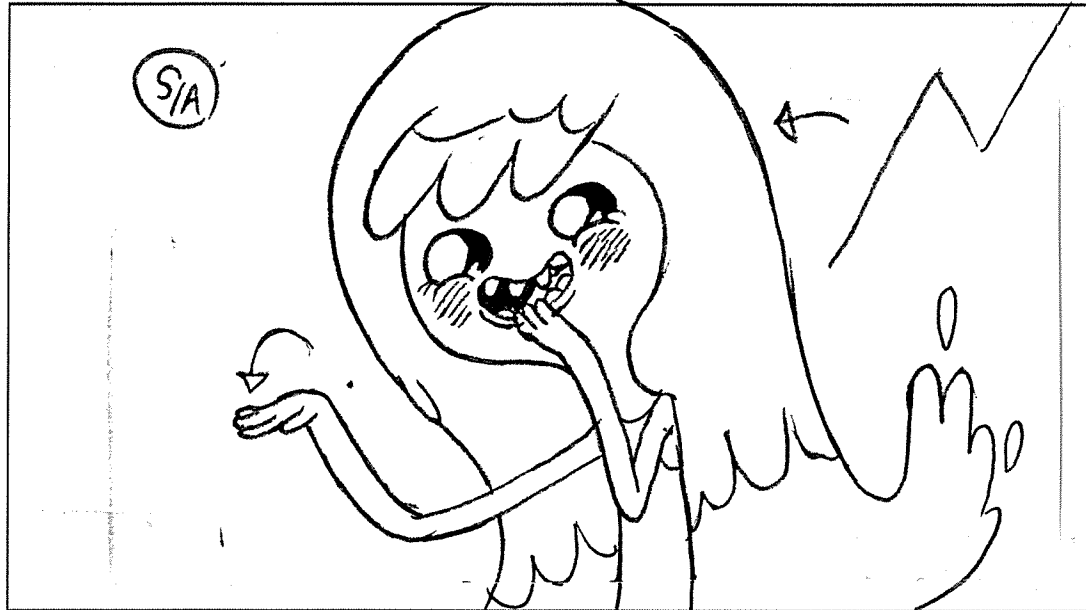


Sc. 125

Pnl. D

Bg.

day night



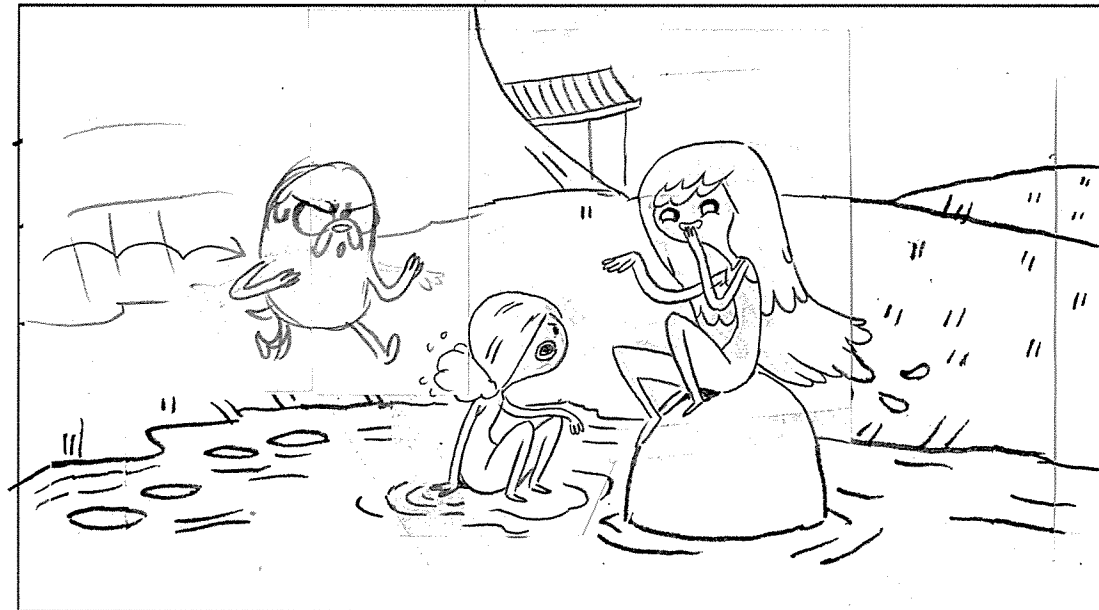
Sc. 126

Pnl. A

Bg.

R/T Sc. 122 F/c Page 163 → 165 next

day night



Dialog:

N1: GRRR. I MESSED IT - UP -  
BUT IT'S STILL FUNNY, RIGHT?

J:

WHOA WHOA WHOA.  
NO... IT'S NOT..

Action:

Timing:

100233

EPISODE #

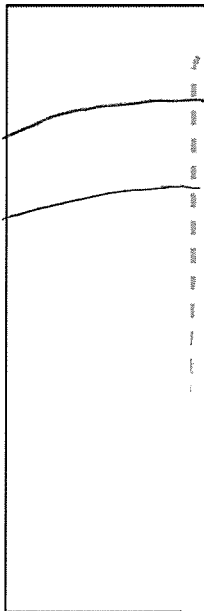
Production :



ADVENTURE TIME



Sc. 126



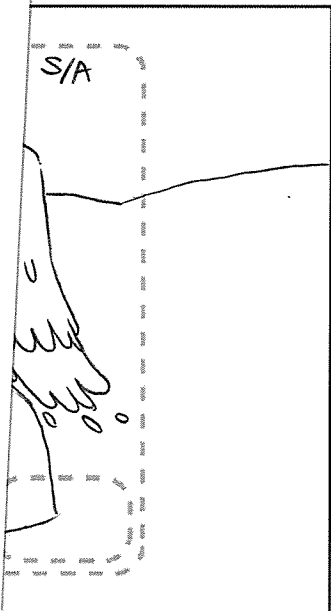
Dialog:

J:

Action:

Timing:

day night

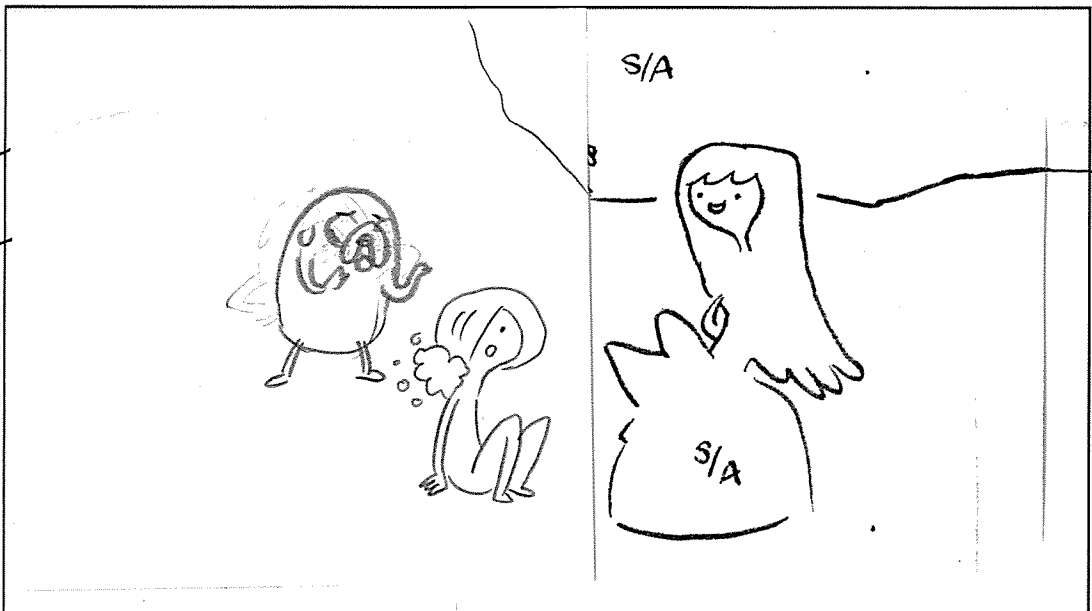


Sc. 126

Pnl. €

Bg.

day night



(J):

... Y'ALL ARE HORRIBUEAT TELLIN  
TOKES...

100233  
EPISODE #

Production :



# ADVENTURE TIME



Page 166

Sc. 127

Pnl. A

Bg.

day night



Sc. 127

Pnl. B

Bg.

day night



Dialog:

J: ...ERMME HITCHA WITH THIS.

Action:

Timing:

①: DID YOU HEAR ABOUT THE GOBLIN WHO GOT HIS LEFT ARM AND LEFT LEG CUT OFF?

100233

EPISODE #

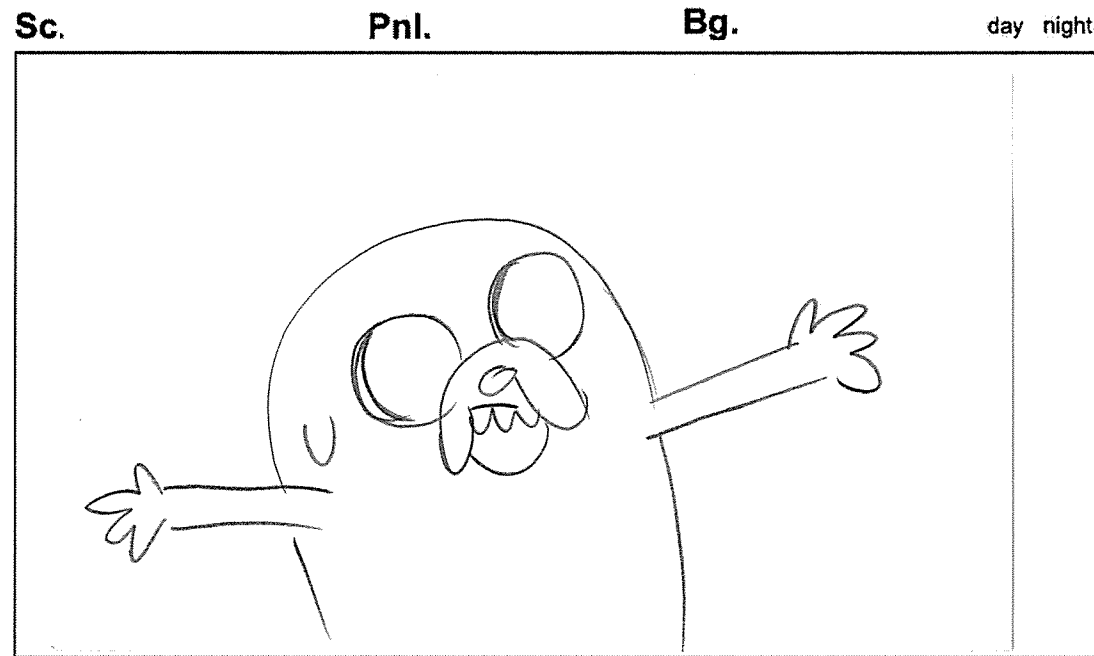
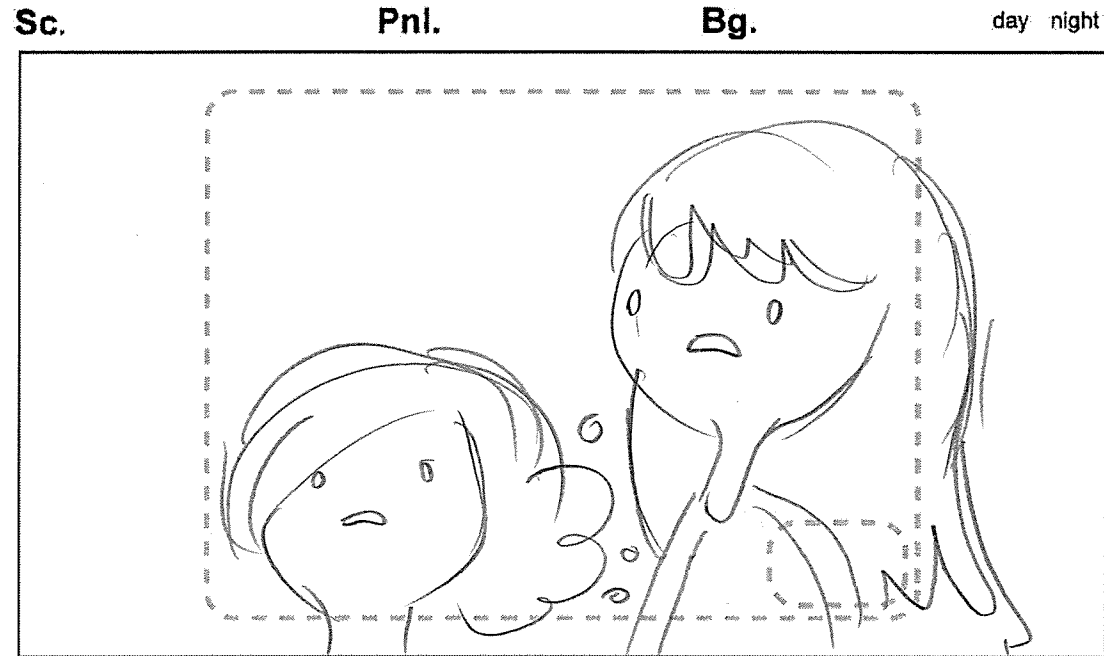
Production :



# ADVENTURE TIME



Page 167



Dialog: NYMPH: Um...? NO...?

Action:

Timing:

①: THAT'S OKAY! HE'S  
ALL RIGHT NOW!

EPISODE # 100233

Production :



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
(Breat)
J: AHHHAHAHA!!!
Action:
Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

F) NHH... ih...

100233  
EPISODE #  
Production :



# ADVENTURE TIME



Page 174

Sc. 134

Pnl. A

Bg.

day night



Sc. 134

Pnl. B

Bg.

day night



Dialog:

≡ HUGE LIGHT  
TURNS ON  
(SOUND) ≡

Actio

Timing:

F) WHUH??



100233

EPISODE #



# ADVENTURE TIME



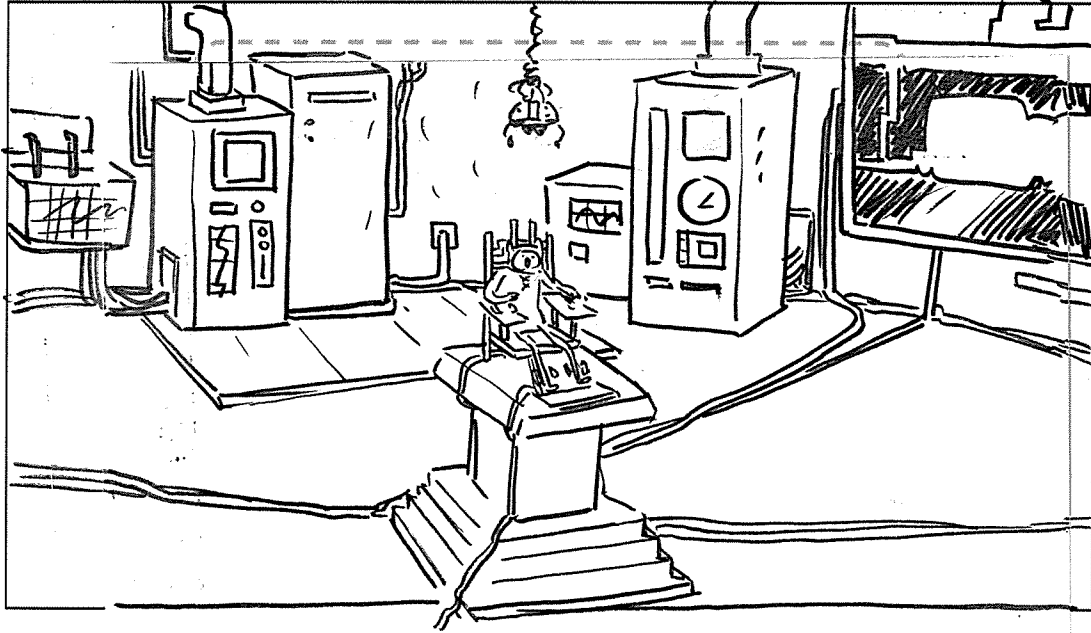
Page 175

Sc. 135

Pnl. A

Bg.

day night



Dialog:

Action:

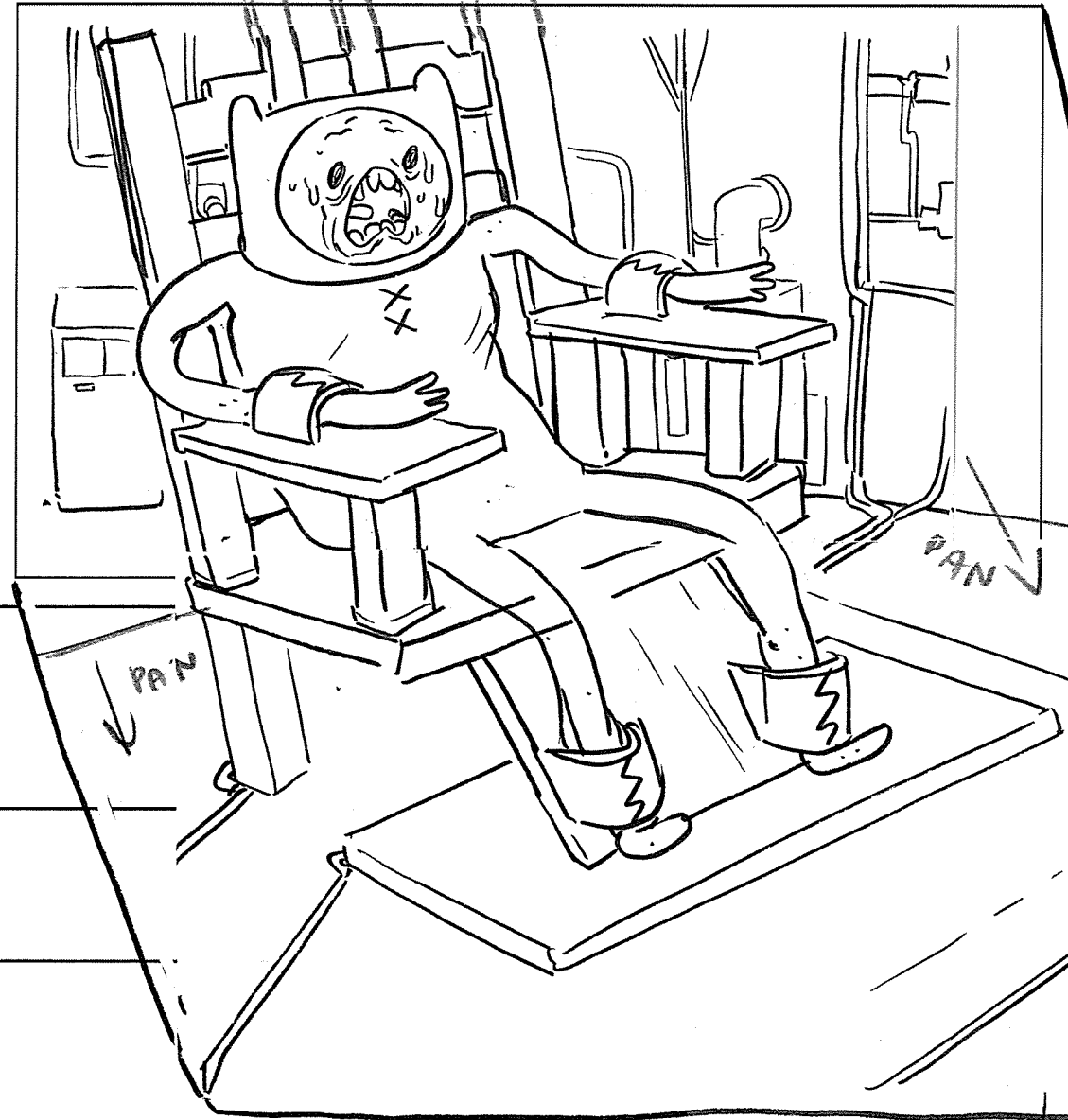
Timing:

Sc. 136

Pnl. A

Bg.

day night



FINN: (SCREECH)

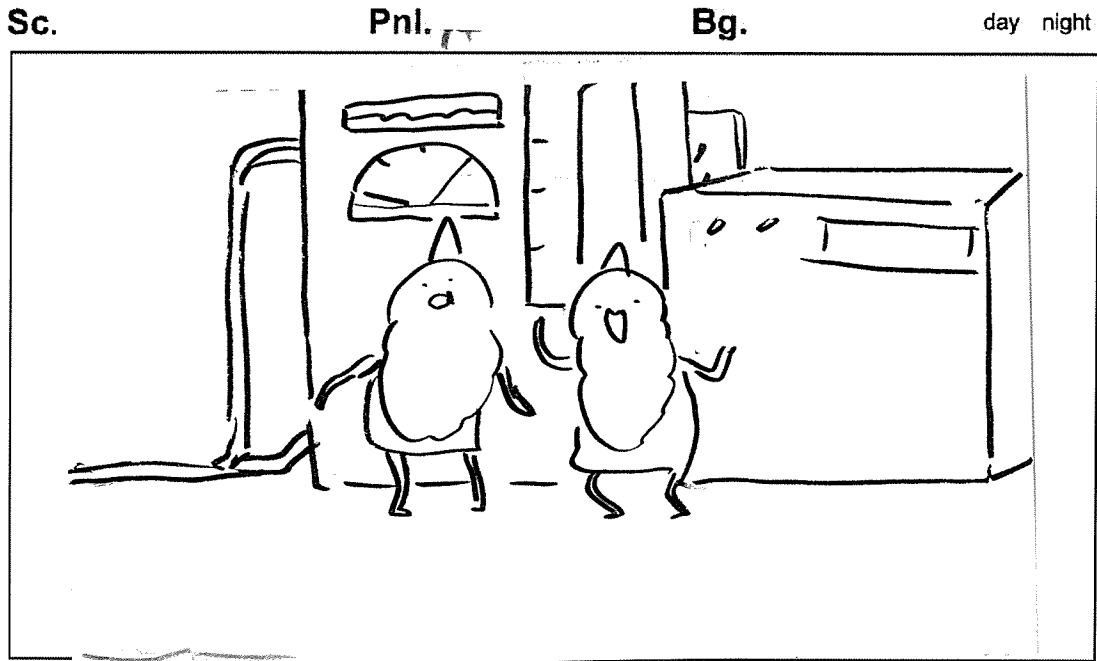
100233

EPISODE #

Production :



ADVENTURE TIME



Dialog: Gnomes) Now For The Final Stage

Action:

Timing:

Gnome: The BRAIN MACHINE!

100233

EPISODE #

Production :



# ADVENTURE TIME

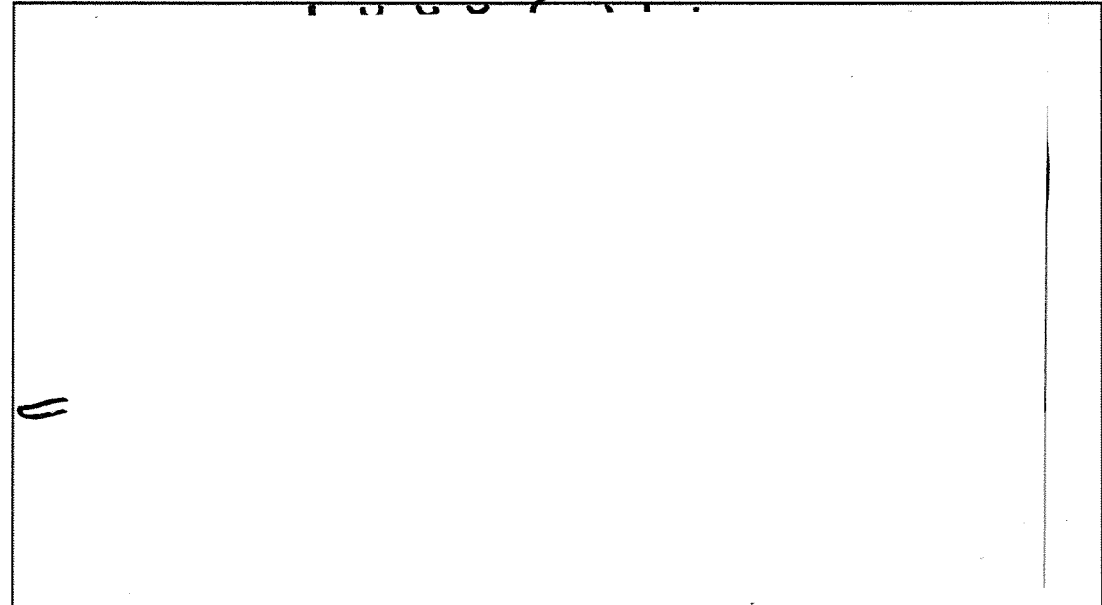


Sc. 137

Pnl. A

Bg.

day night

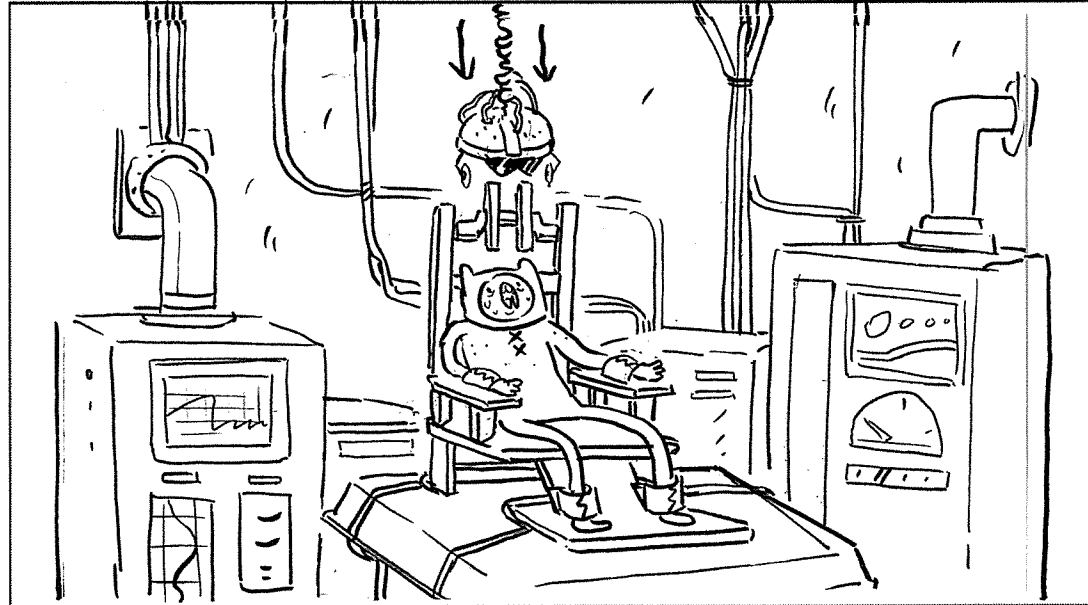


Sc. 138

Pnl. A

Bg.

day night



Dialog

Action

Timin

F) WHUH! NO!

100233

EPISODE #

Production :



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ADVENTURE TIME

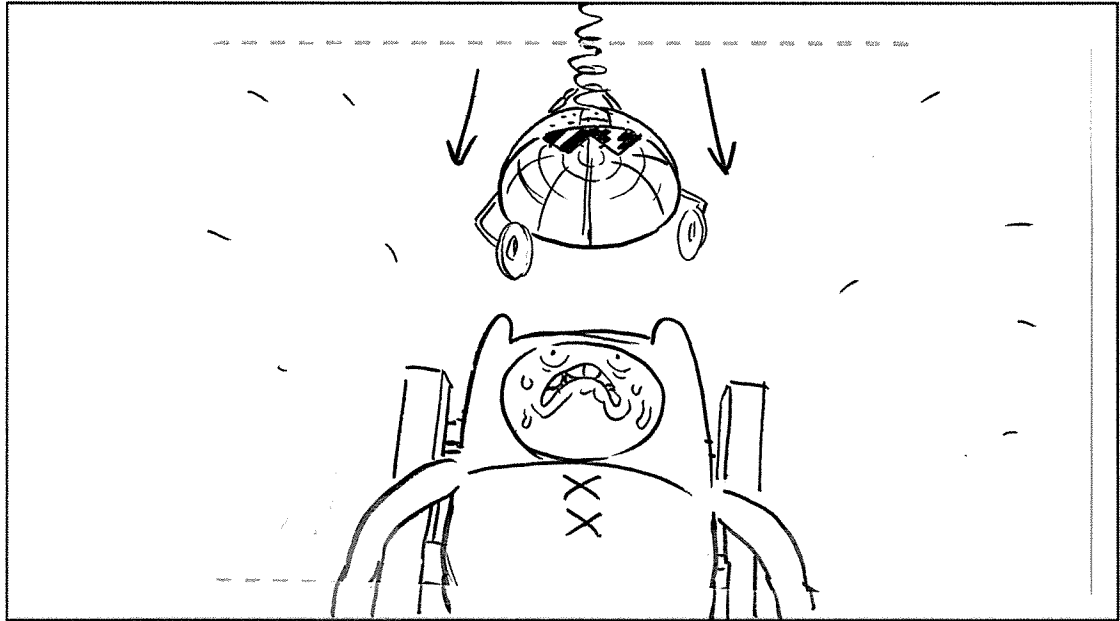


Sc. 131

Pnl. A

Bg.

day night

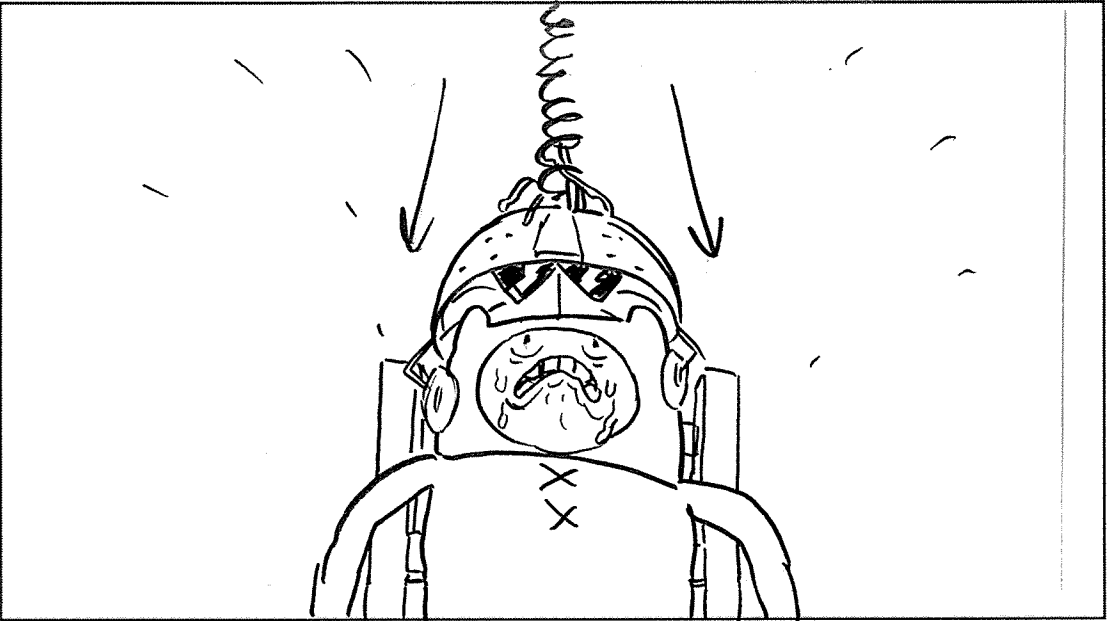


Sc. 131

Pnl. B

Bg.

day night



Dialog:	GNOMES: YES, hee hee hee THIS MACHINE WILL SUCK THE ENERGY FROM YOUR THOUGHTS!		to start our up turn-over-drive!	
Action:	BRAIN-ENERGY HELMET LOWERS SLOWLY DOWN ONTO FINN'S HEAD			
Timing:				

100233

EPISODE #

Production :

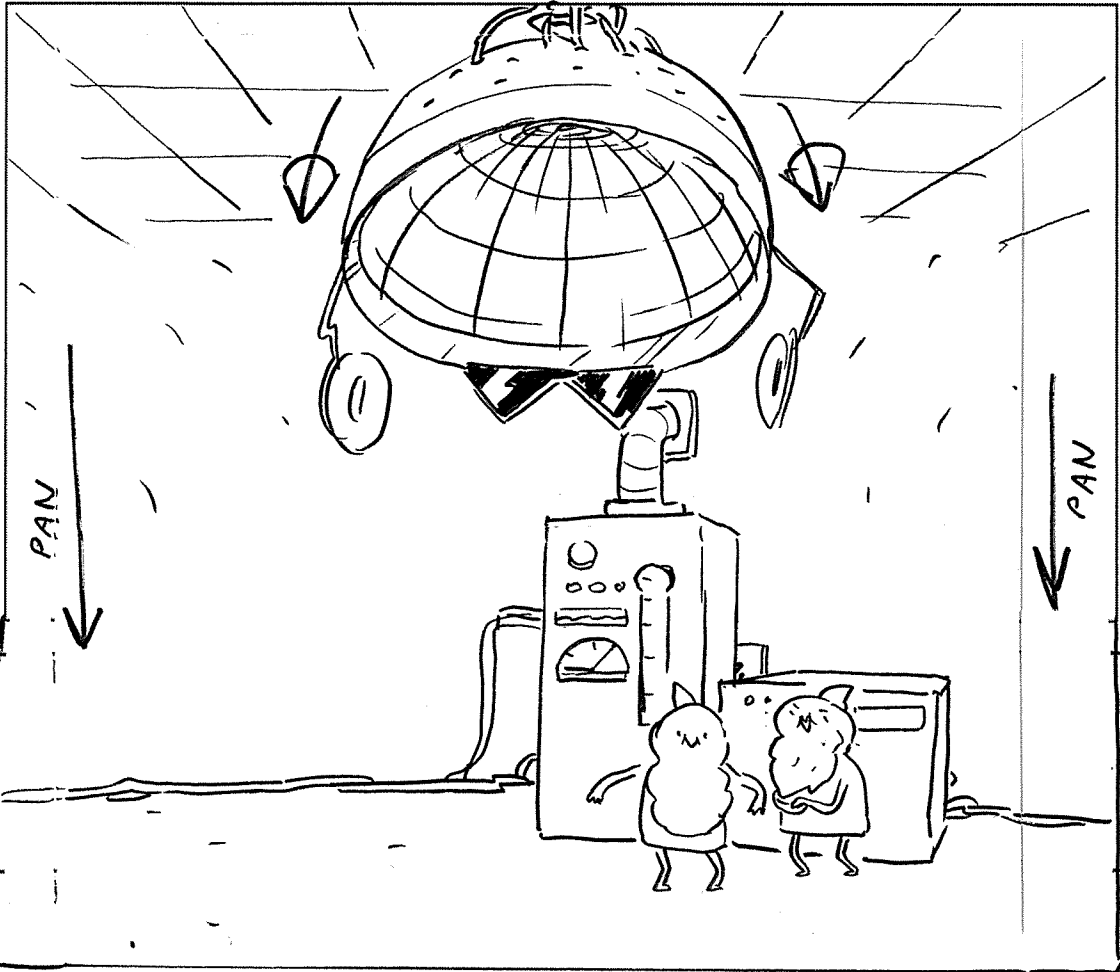


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ADVENTURE TIME

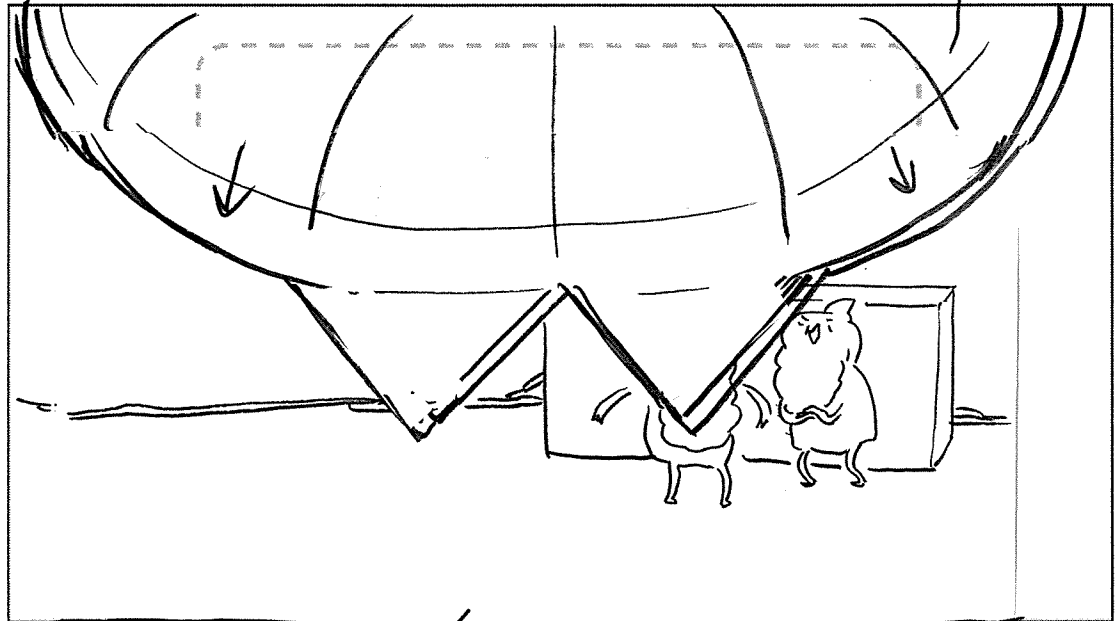


Sc. 140 Pnl. A Bg. day night



Timing:

Sc. 140 Pnl. B Bg. day night



(NOMES) YES .... YES ....

PAN DOWN AS HELMET LOWERS IN PERSPECTIVE - FINN P.O.V

100233  
EPISODE #

Production :



ADVENTURE TIME

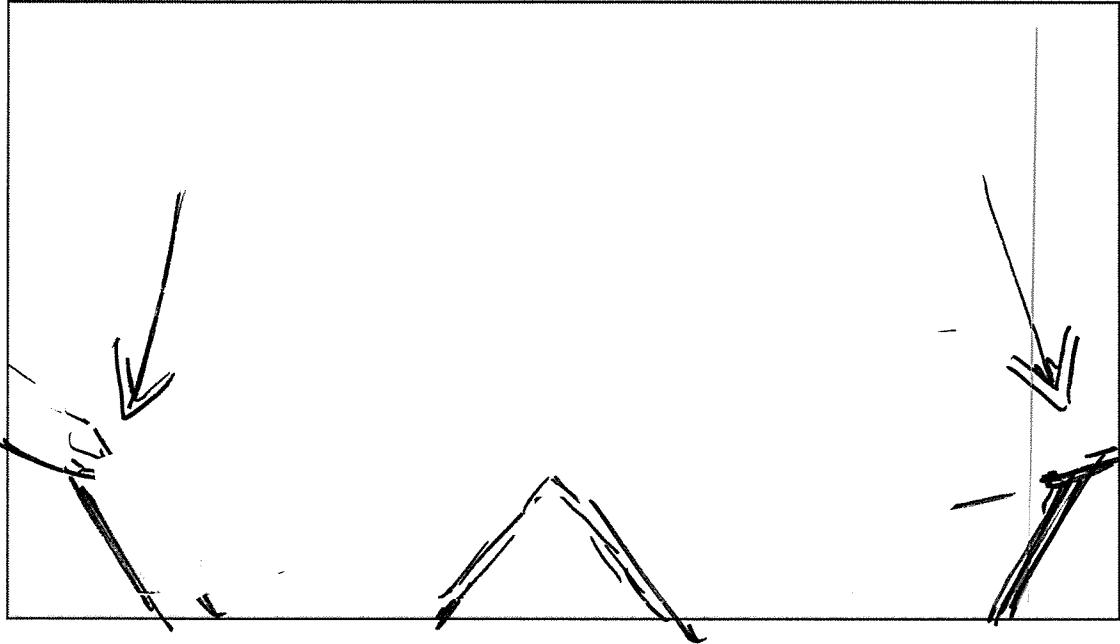


Sc. 140

Pnl. C

Bg.

day night

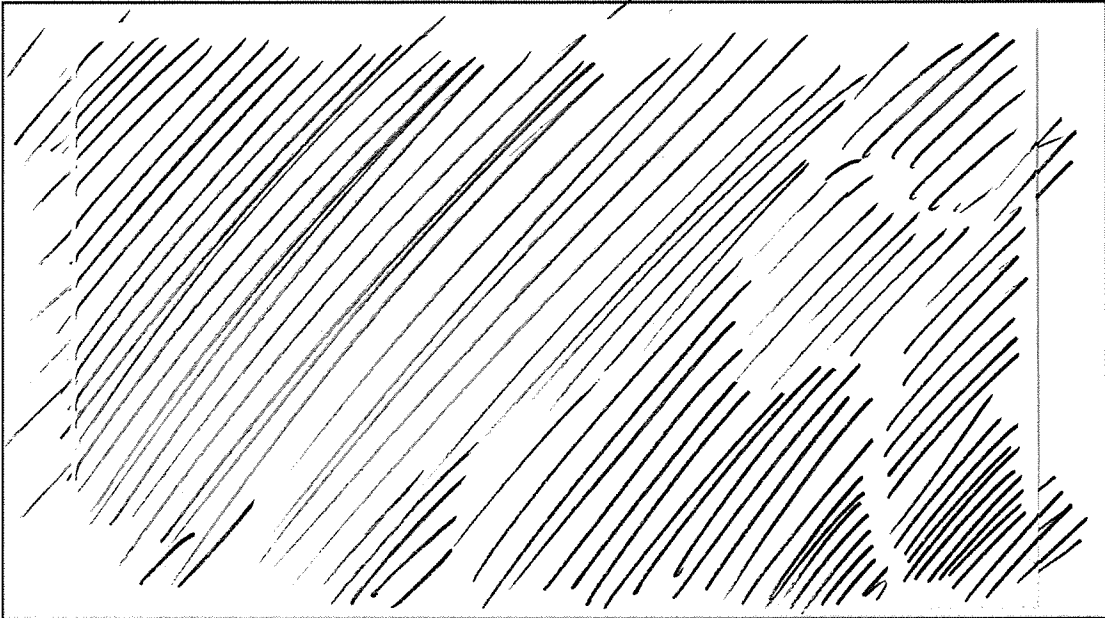


Sc. 140

Pnl. D

Bg.

day night



Dialog:

F) BREATH BREATH...  
DON'T THINK FINN...  
DON'T THINK ANYTHING...  
CAN'T... LET... THEM... WIN...

Action:

STILL FINN P.O.V GLASSES & HELMET  
COME DOWN

- DARK - HELMET & GLASSES COVERING FINN COMPLETELY,  
LOUD SOUND OF FINN'S BREATHING FROM INSIDE HIS  
OWN HEAD

Timing:

100233

EPISODE #

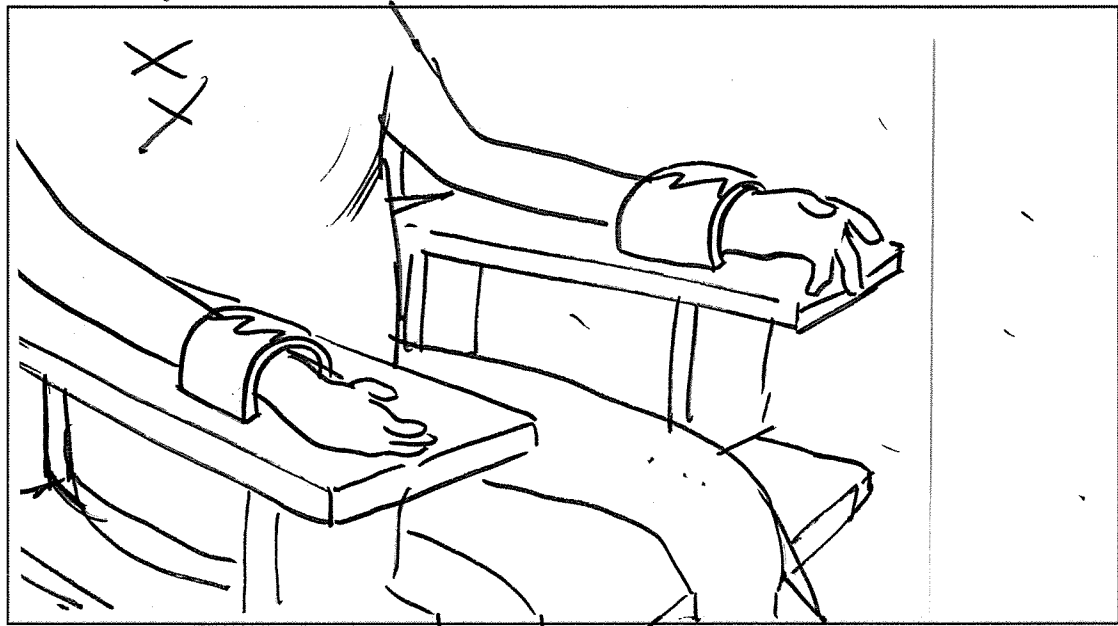
Production :



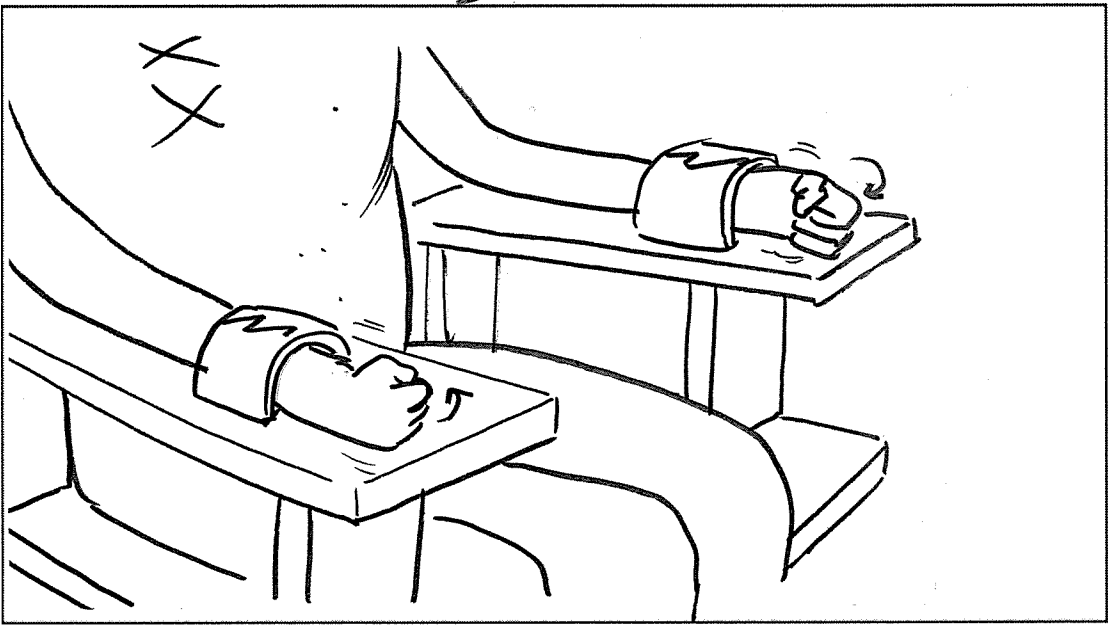
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:	F) RRR...
Action:	FINN CLENCHES HIS TREMBLING HANDS
Timing:	

100233

EPISODE #

Production :



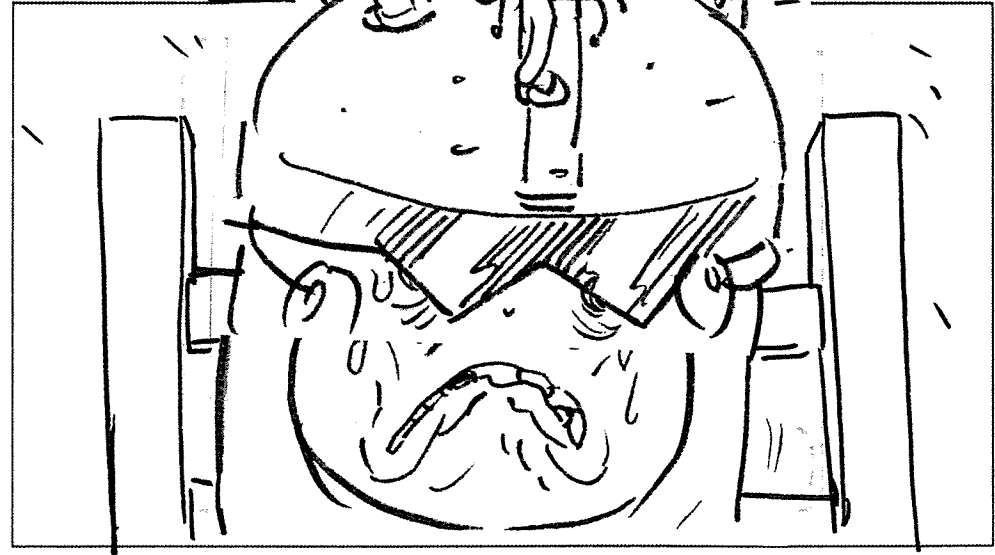
ADVENTURE TIME



Sc. 192

A

day night



Sc. 192

Pnl. 8

Bg.

day night



Dialog:	F) HURRR!!!!
Action:	FINN SWEATING & STRAINING & MUSTERING ENERGY
Timing:	

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100233  
EPISODE #  
Production :

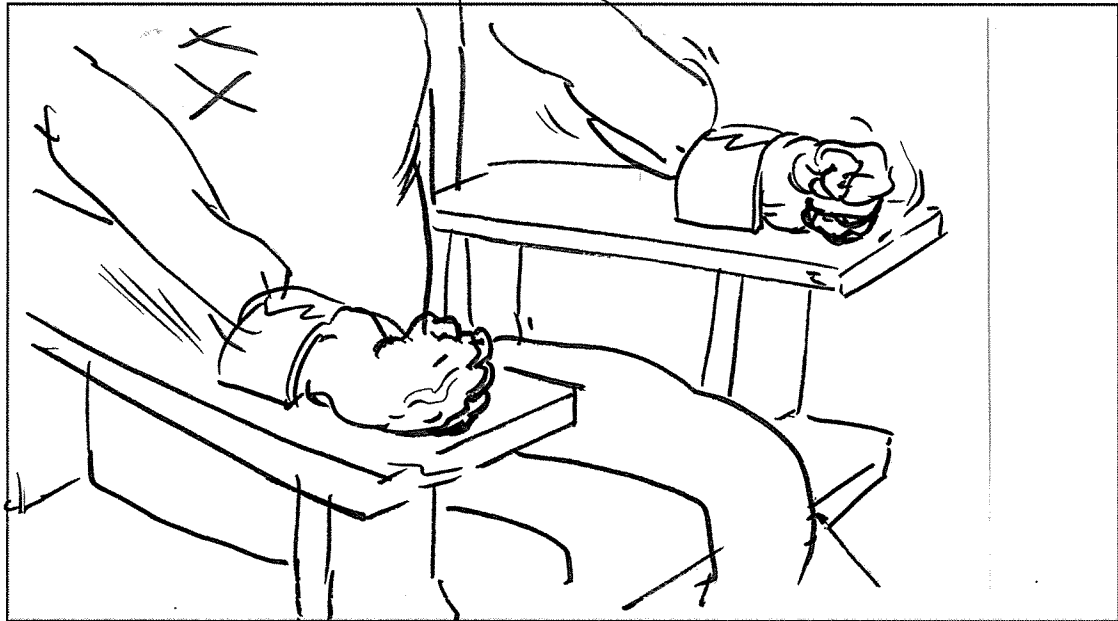


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ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night

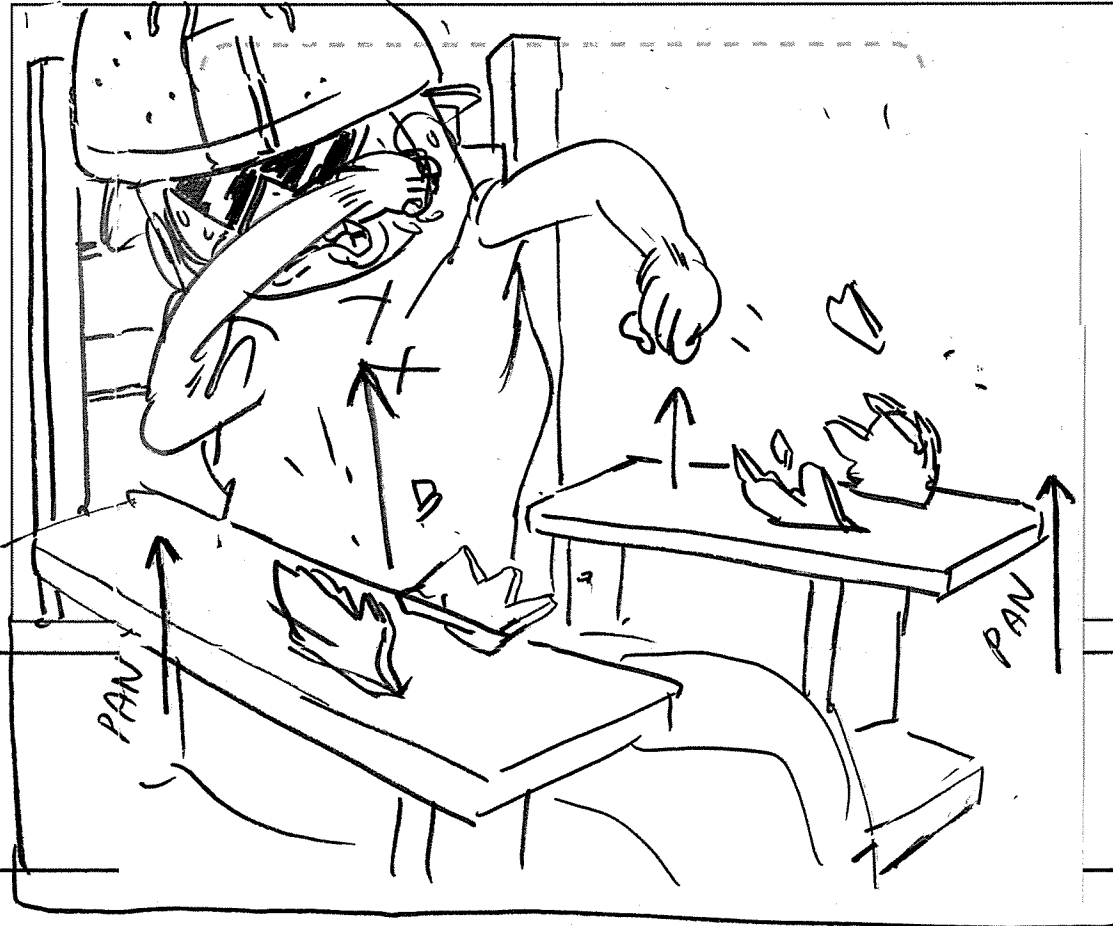


Dialog:  
F) RRR AH!!!!

Action:

Timing:

Sc. 143 Pnl. B Bg. day night



**BUST!** FINN BUSTS OUT OF WRIST CONSTRAINTS

100233  
EPISODE #  
Production :



ADVENTURE TIME

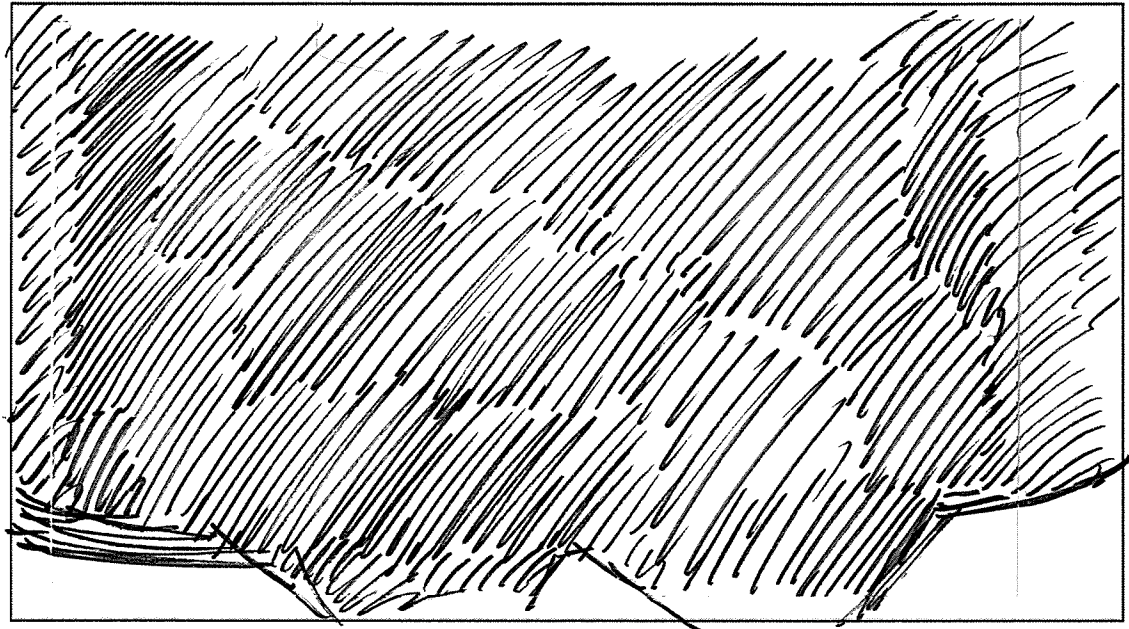


Sc. 144

Pnl. A

Bg.

day night

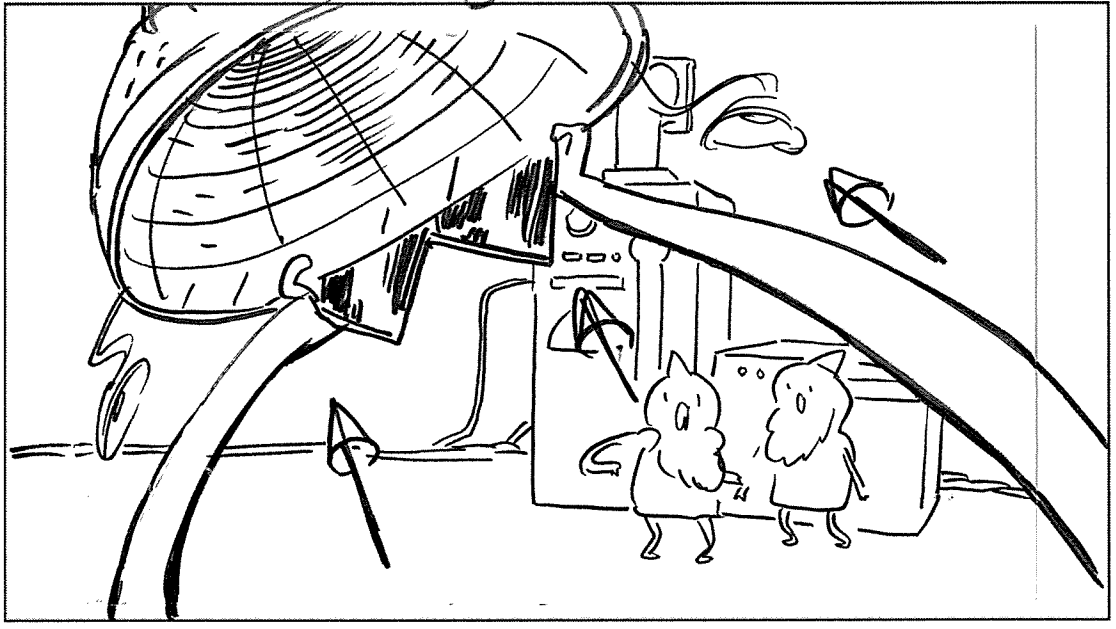


Sc. 144

Pnl. B

Bg.

day night



Dialog:
Action: DARK- UNDER HELMET FINN P.O.V. SHOT FINN PULLS HELMET OFF IN FINN P.O.V SHOT
Timing:

100233  
EPISODE #  
Production :



ADVENTURE TIME

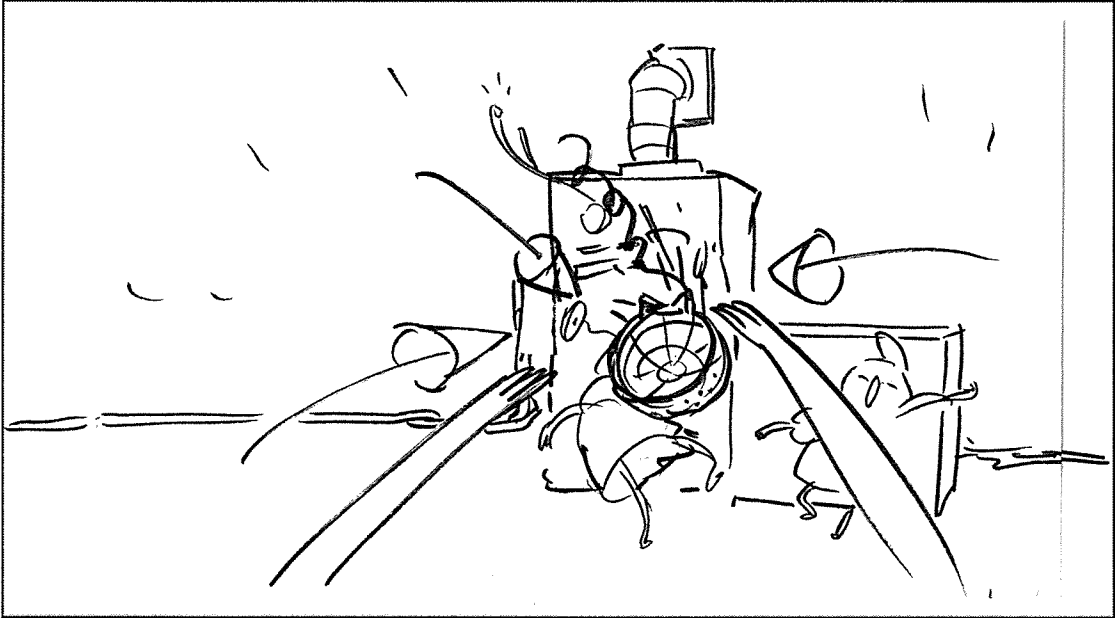


Sc. 144

Pnl. C

Bg.

day night

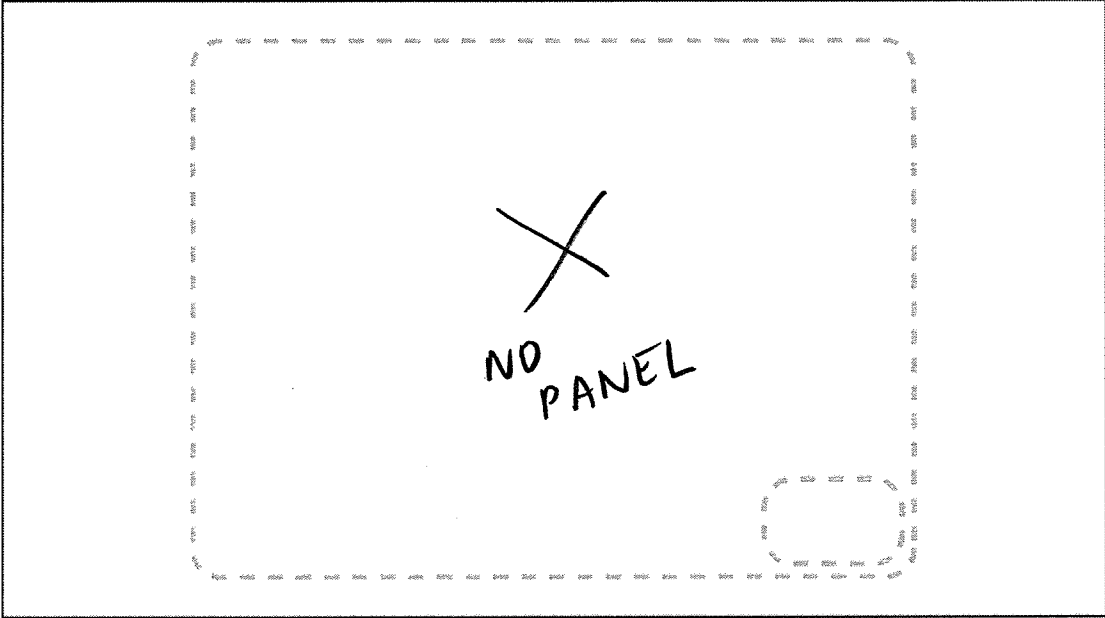


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

FINN THROWS HELMET AT GNOME

CRASH

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



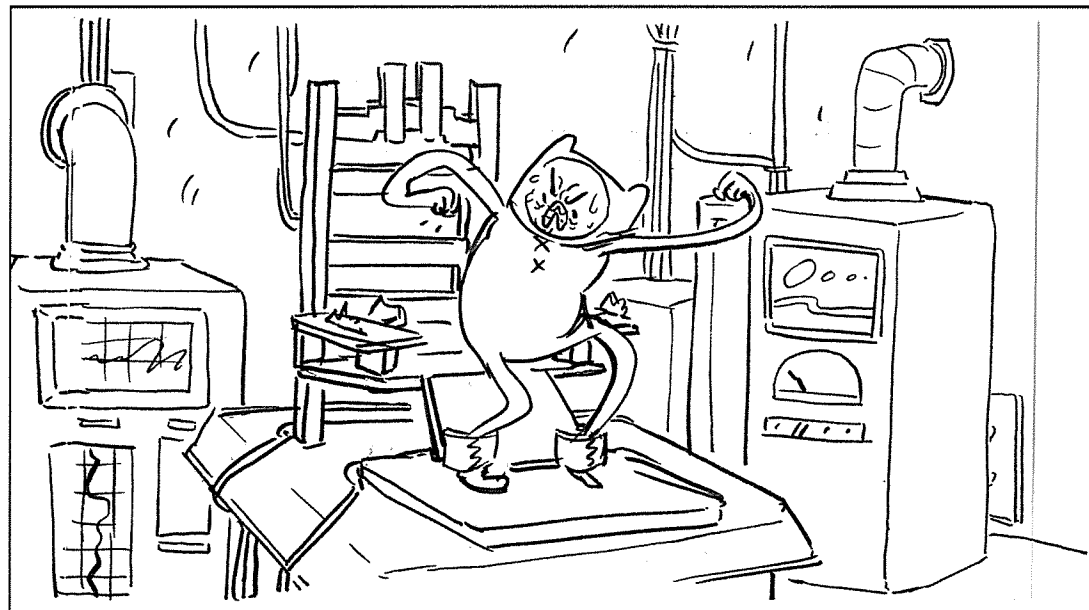
Page 105

Sc. 145

Pnl. A

Bg.

day night

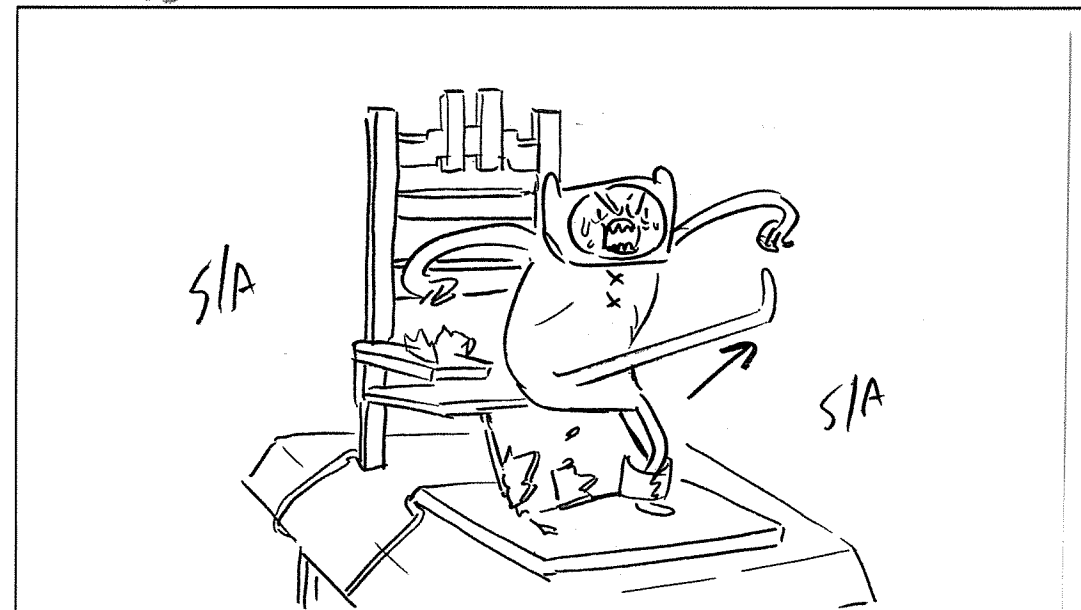


Sc. 145

Pnl. B

Bg.

day night



Dialog:

F) RRR~~~~

F) RAGH!

Action:

FINN BUSTS FREE OF HIS ANKLE CONSTRAINTS

RIGHT FOOT → **Σ! BUST!** ♡

Timing:

100233

EPISODE #

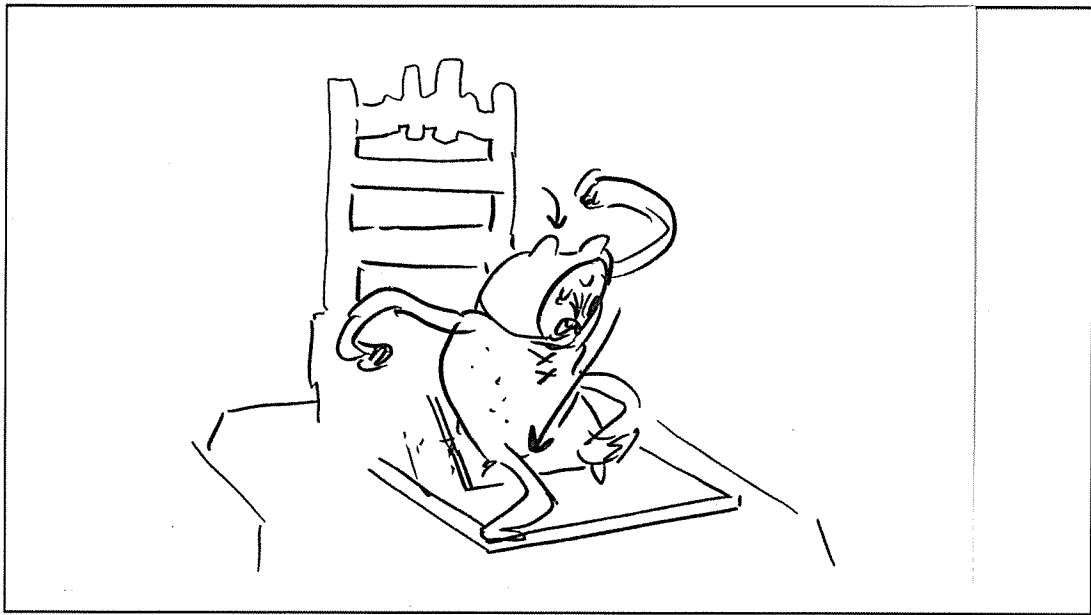
Production :



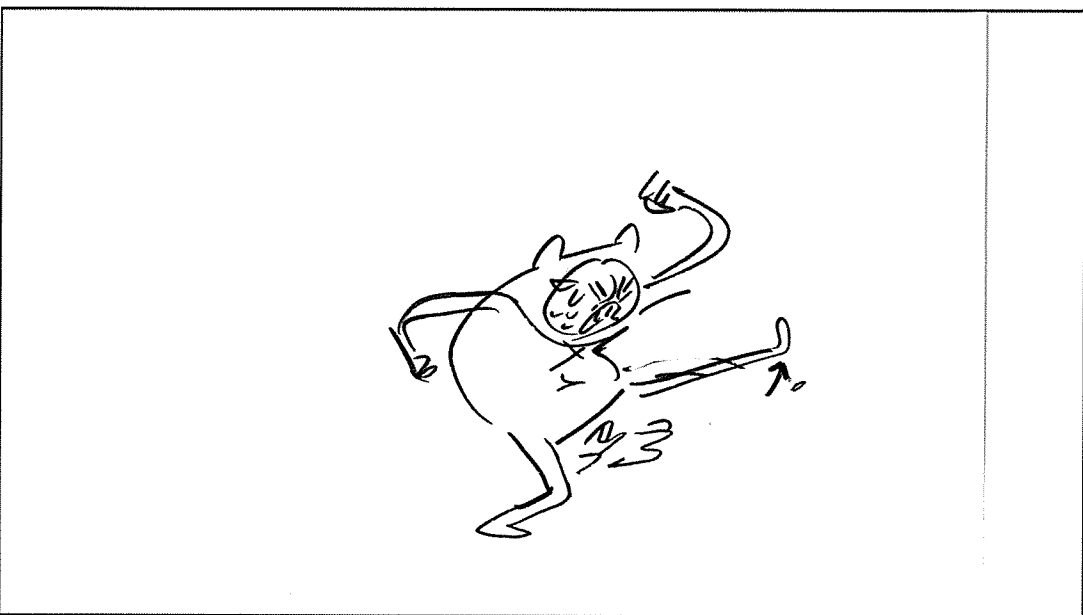
ADVENTURE TIME



Sc. 145 Pnl. C Bg. day night



Sc. 145 Pnl. D Bg. day night



Dialog:	F) ERRR~	F) RRAH!
Action:	LEFT FOOT → BUST! E	
Timing:		

100233  
EPISODE #

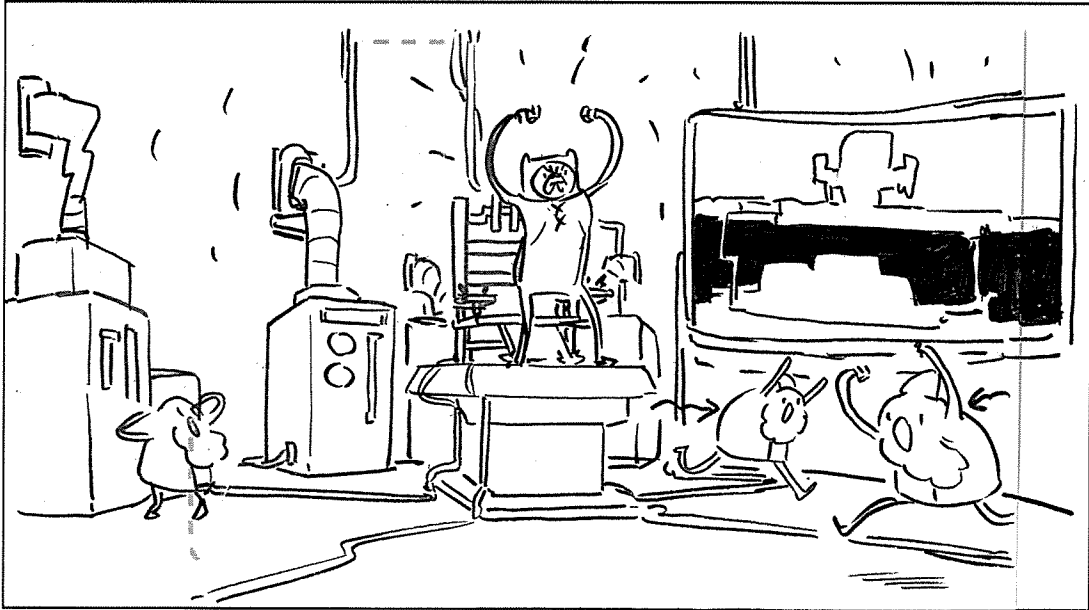
Production :



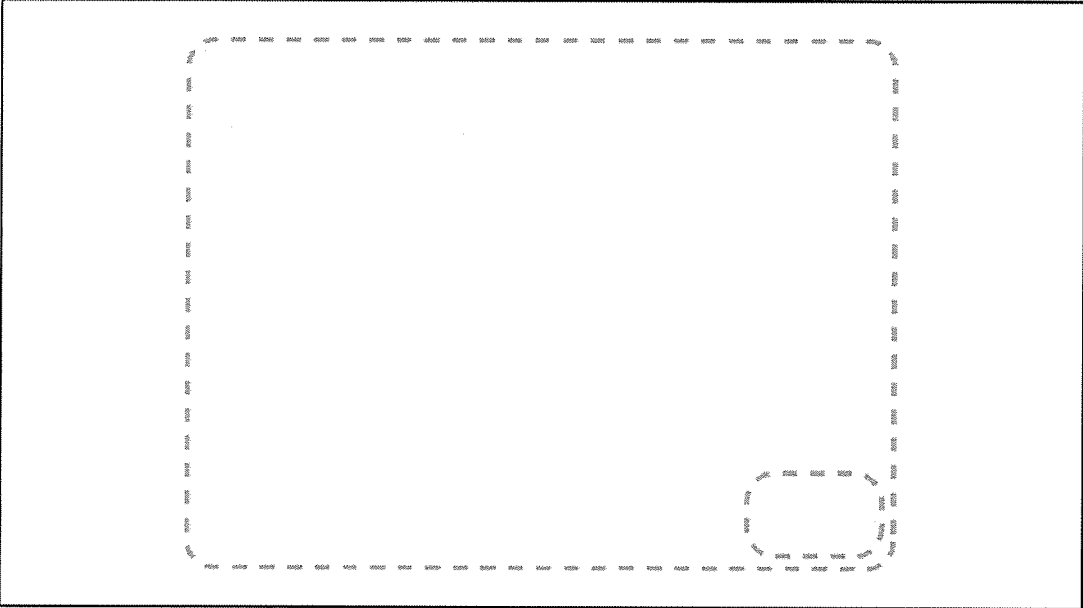
ADVENTURE TIME



Sc. 146 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	F) RRRRHH!
Action:	
Timing:	

100233

EPISODE #

Production :



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ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 147 Pnl. B Bg. day night



Dialog:	F: RRRRR	... AGH!!
Action:		
Timing:		

100233  
EPISODE #

Production :



# ADVENTURE TIME



Page 109

Sc. 147

Pnl. C

Bg.

day night



Dialog:

F) RRG ~  
RRRG!

Action:

FINN GRABS ON  
TO CHAIR & STRAINS  
TO PULL IT UP

Timing:

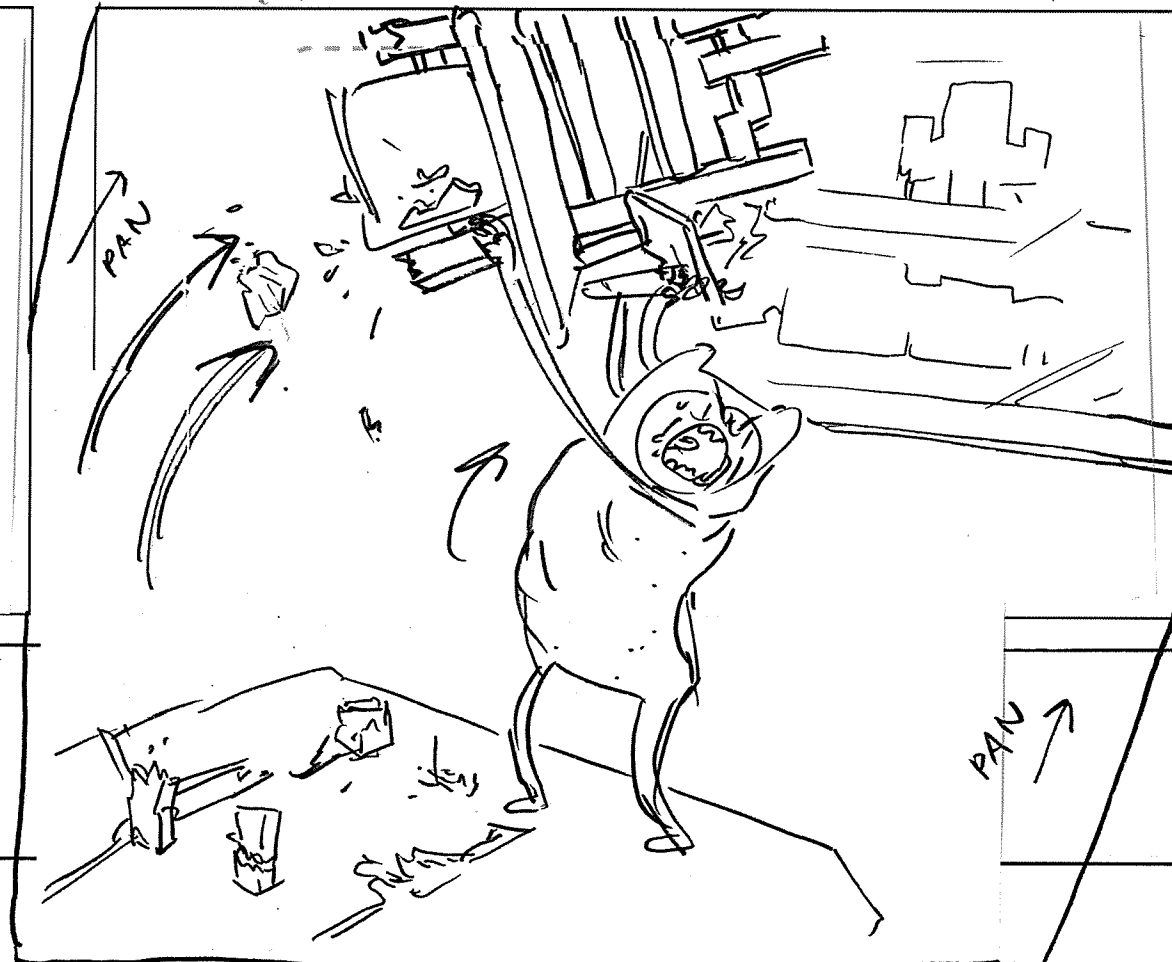


Sc. 147

Pnl. D

Bg.

day night



PAN ← W/FINN + CHAIR - FINN YANKS UP CHAIR!

Production :

EPISODE #

100233



ADVENTURE TIME

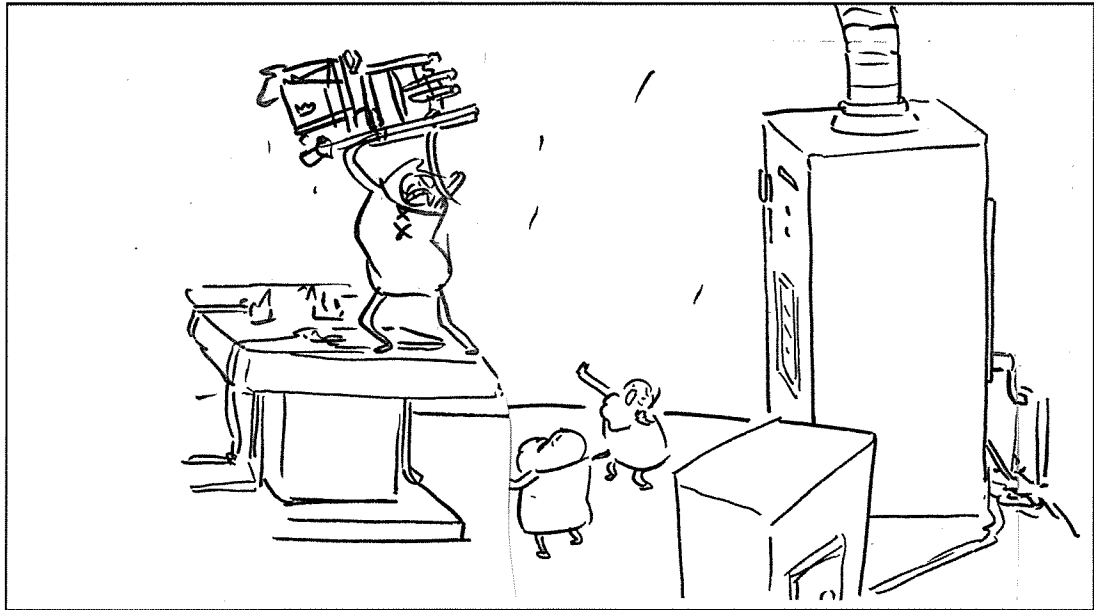


Sc. 148

Pnl. A

Bg.

day night

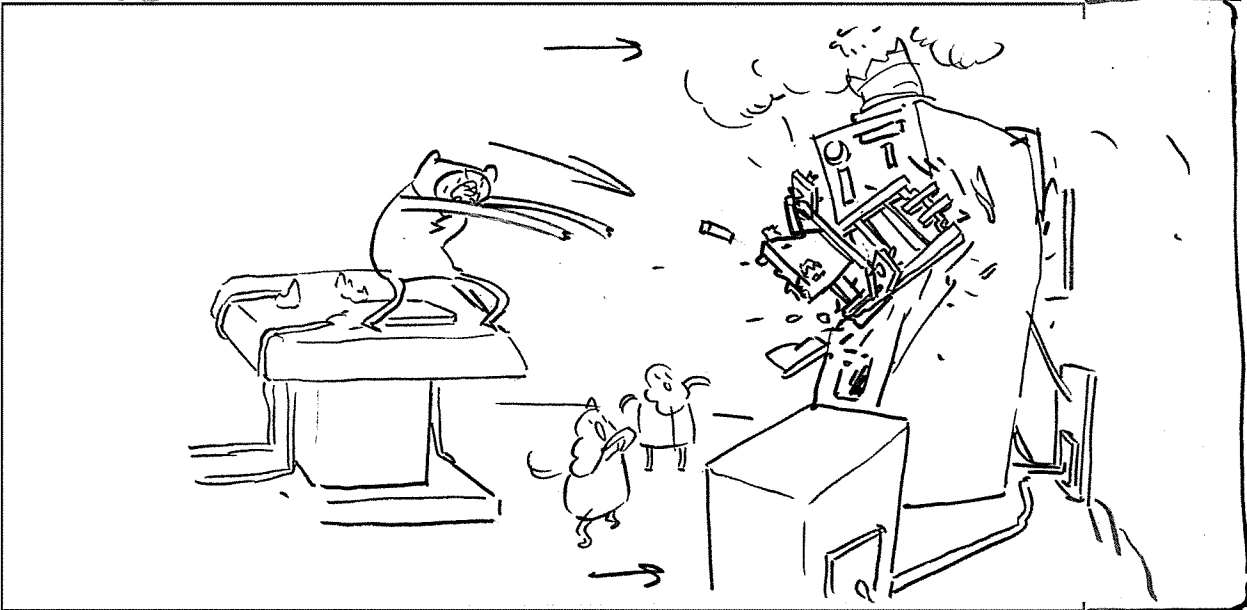


Sc. 148

Pnl. B

Bg.

day night



Dialog:

F: Hooo!

Action:

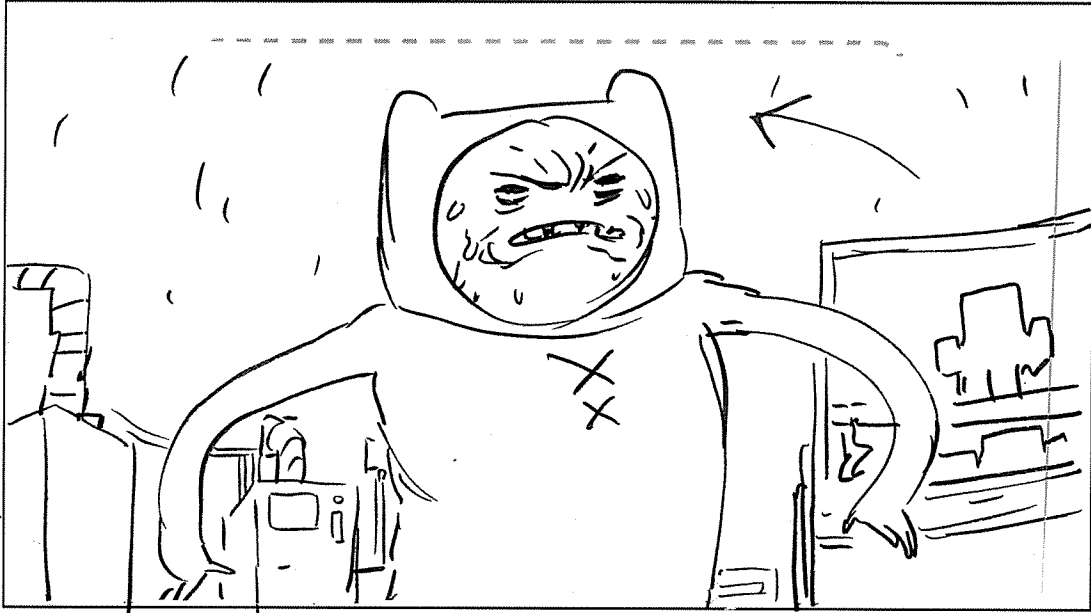
Timing:



ADVENTURE TIME

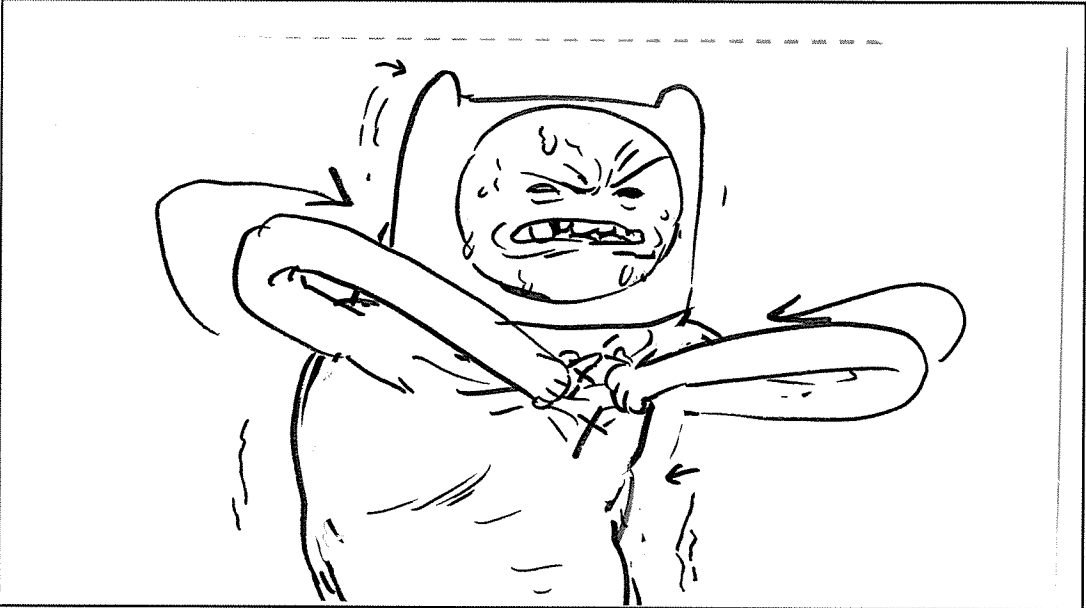


Sc. 141 Pnl. A Bg. day night



Dialog:	F) NO MORE GAMES	F) NO MORE
Action:		
Timing:		

Sc. 149 Pnl. B Bg. day night



100233  
EPISODE #

Production :



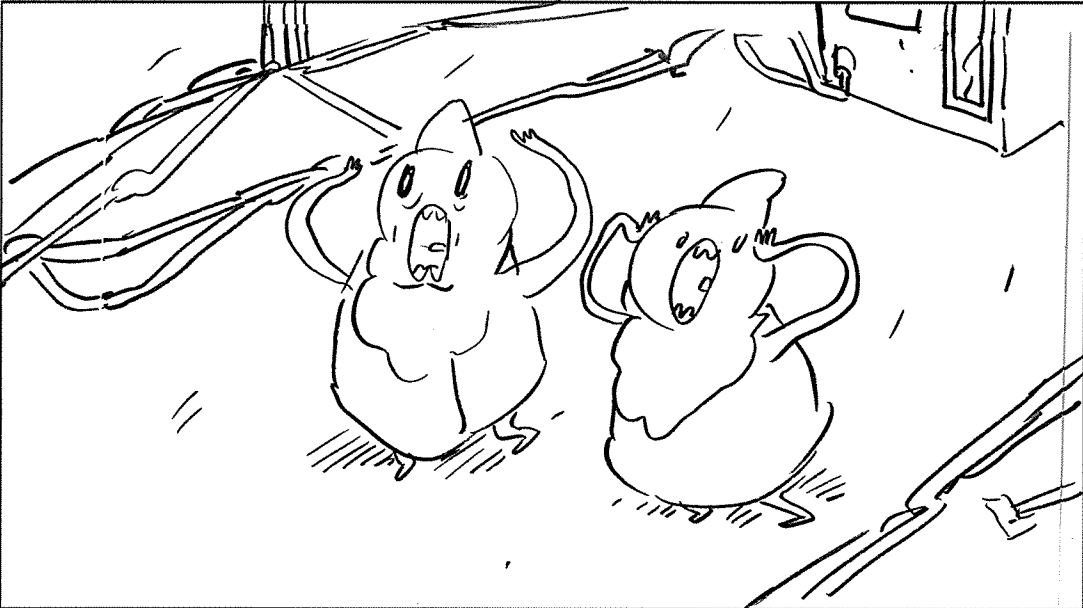
ADVENTURE TIME



Sc. 149 Pnl. C Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:	F) PAJAMAS!!!!	(GNOMES) NO!!
Action:	FINN RIPS OFF HIS PJS TO REVEAL A SUPER TOUGH BADASS WIFEBEATER & CHEST HAIR	
Timing:		

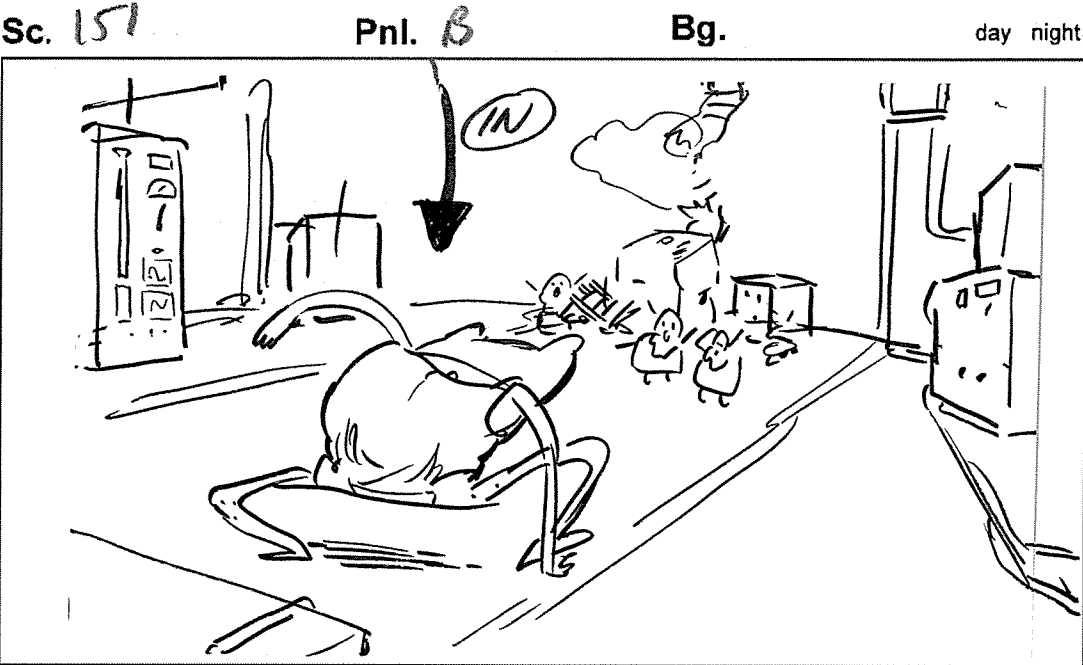
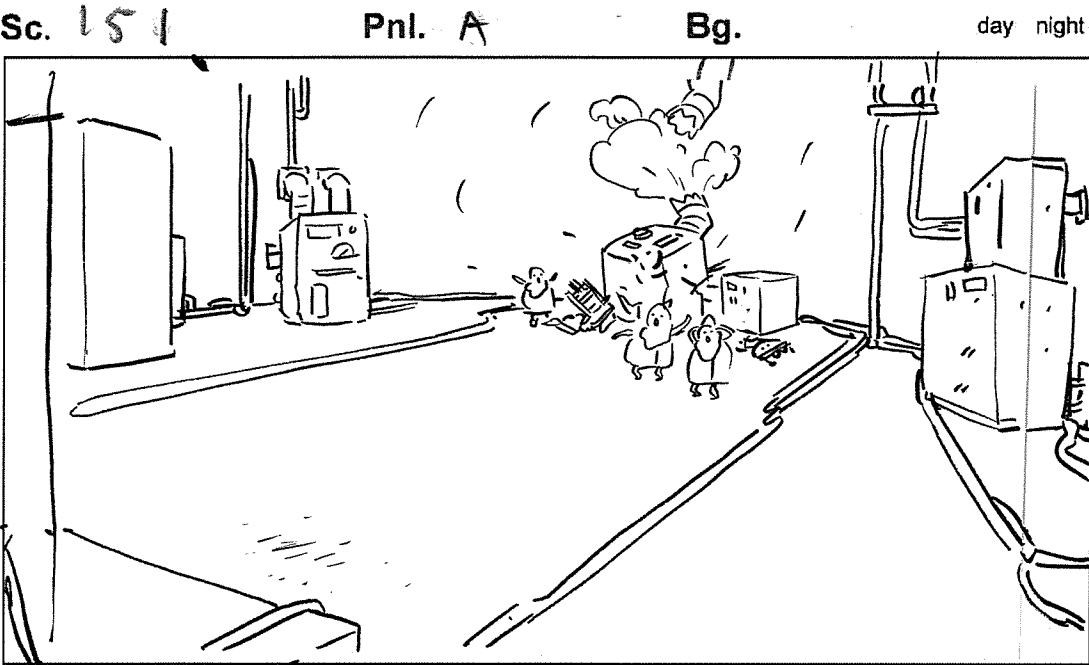
EPISODE #

Production :

100233



ADVENTURE TIME



Dialog:	F) Im putting
Action: FINN JUMPS DOWN INTO SHOT / ONTO FLOOR	
Timing:	

100233

EPISODE #

Production :



# ADVENTURE TIME



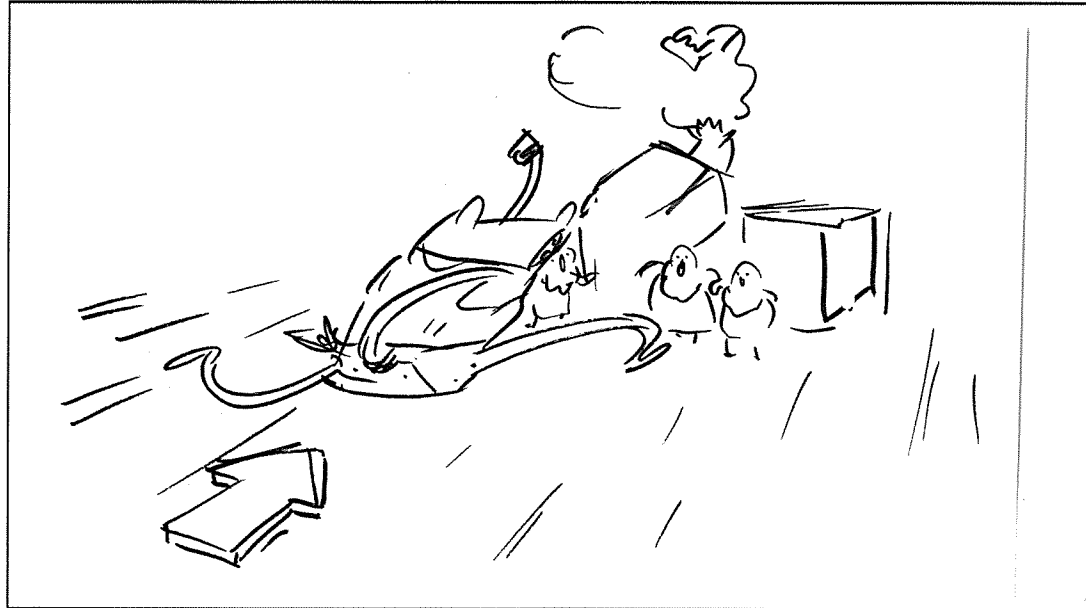
Page 194

Sc. 151

Pnl. C

Bg.

day night

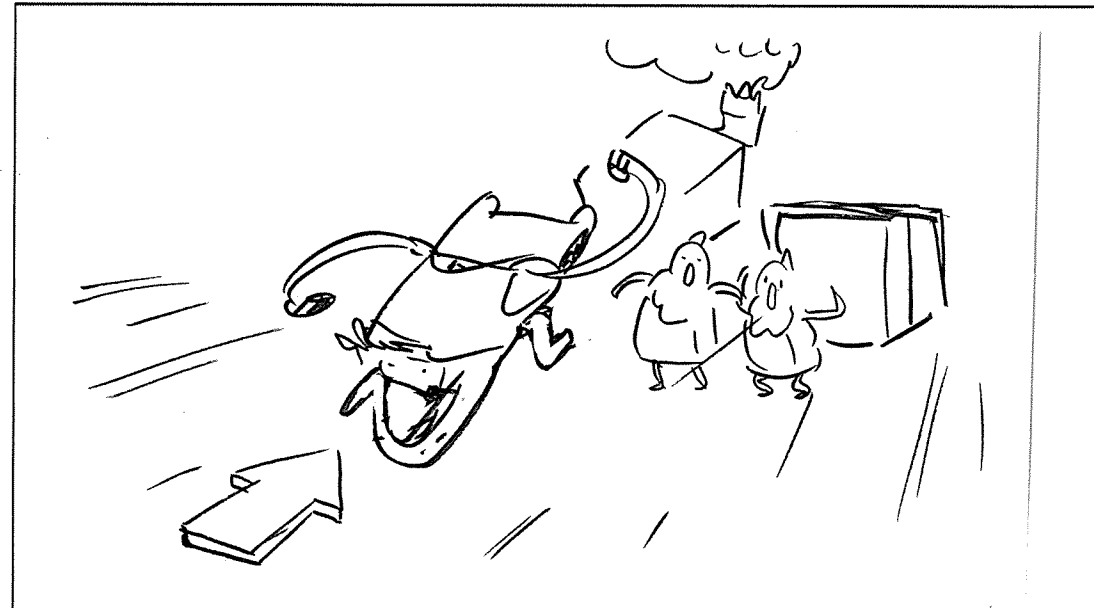


Sc. 151

Pnl. D

Bg.

day night



Dialog:

F) an end to your

Action:

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME

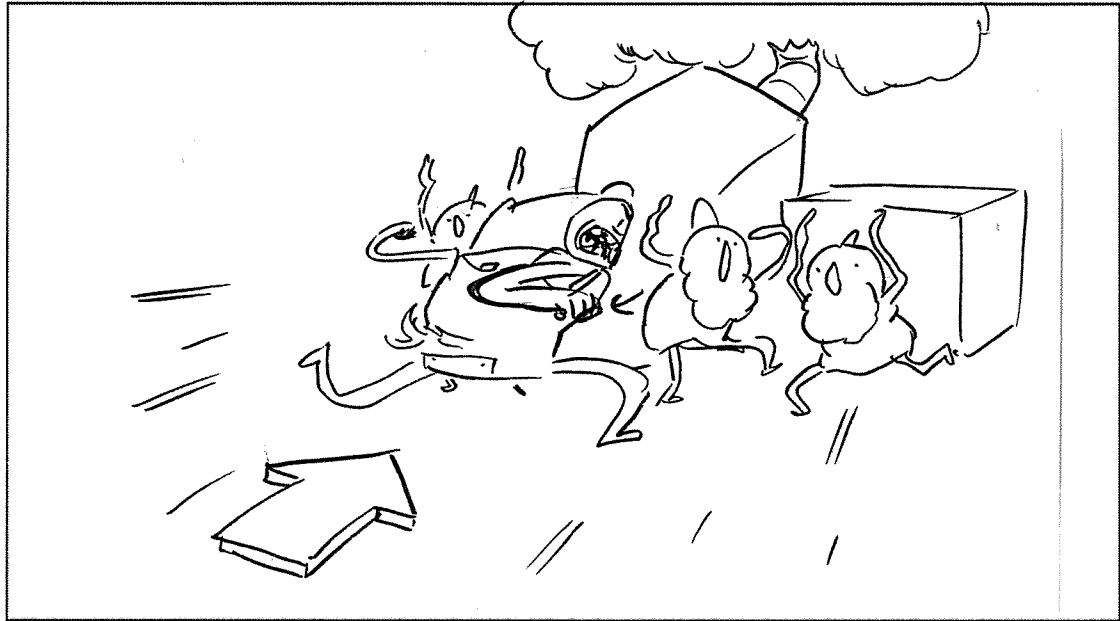


Sc. 151

Pnl. E

Bg.

day night

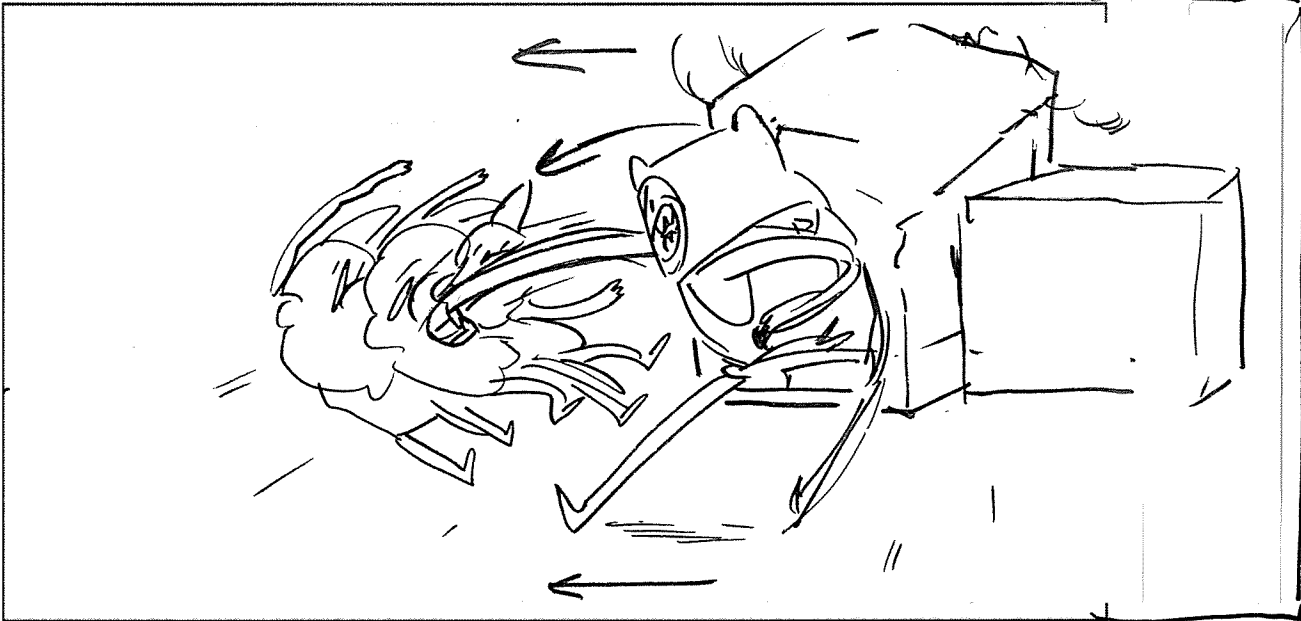


Sc. 151

Pnl. F

Bg.

day night



Dialog:	F) scheme!
Action:	
Timing:	

Production : 100233



# ADVENTURE TIME



Page 195A

Sc.

g.

day night

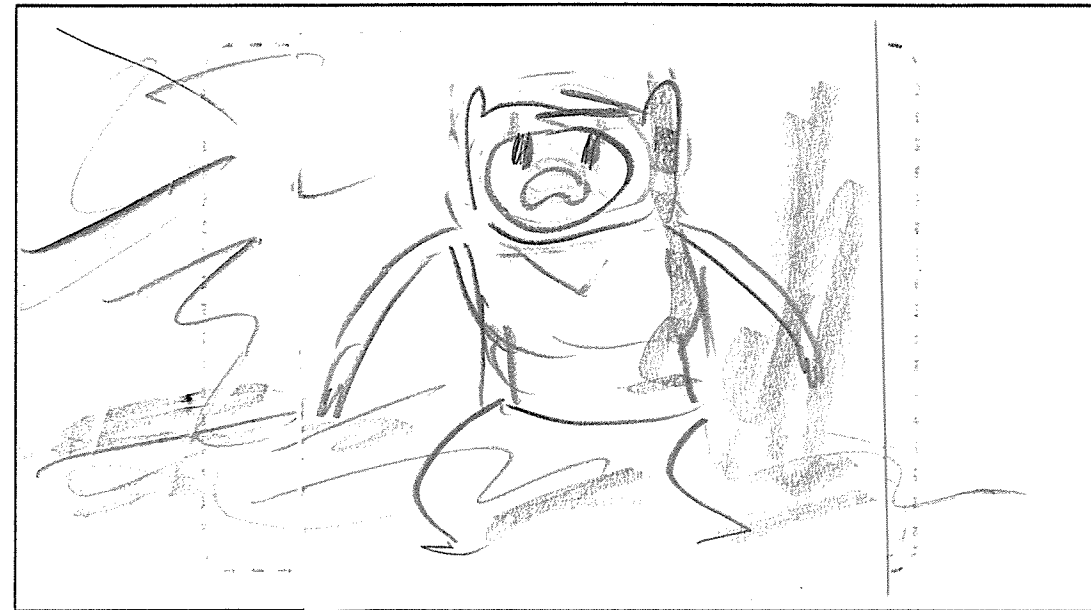


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

O.S.  
**BOOM!!!**  
(HUGE  
EXPLOSION)

9  
Whaa?

100233

EPISODE #

Production :



# ADVENTURE TIME



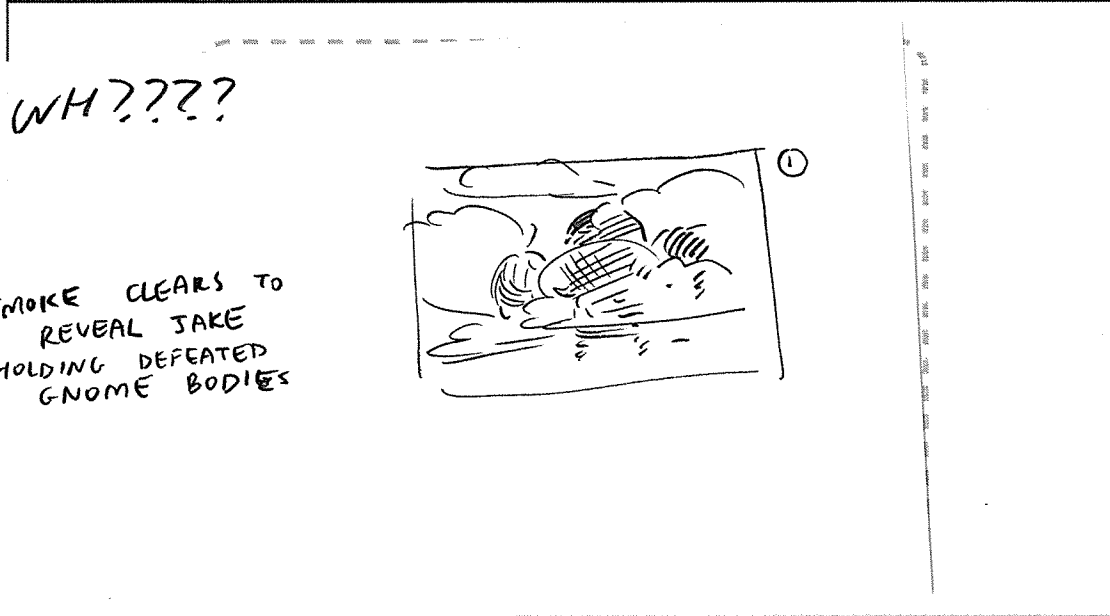
Page 196

Sc. 151

Pnl. G

Bg.

day night

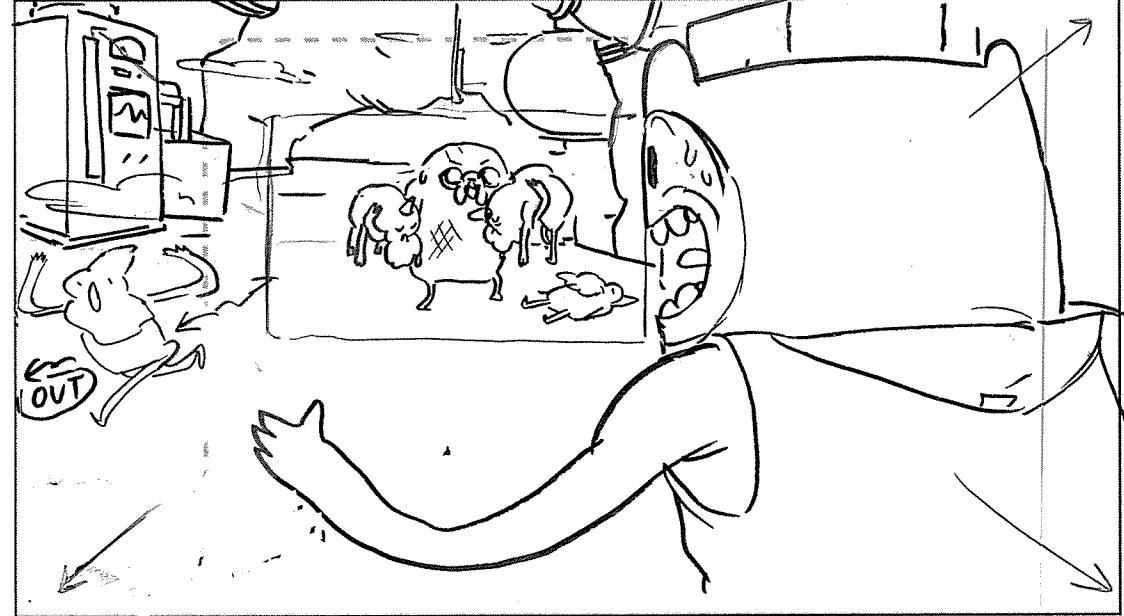


Sc. 152

Pnl. A

Bg.

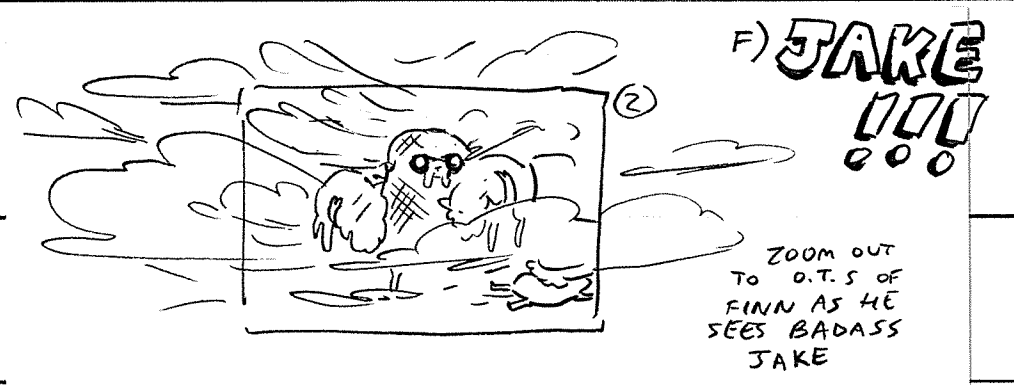
day night



D

Action:

Timing:



100233

EPISODE #

Production :



ADVENTURE TIME



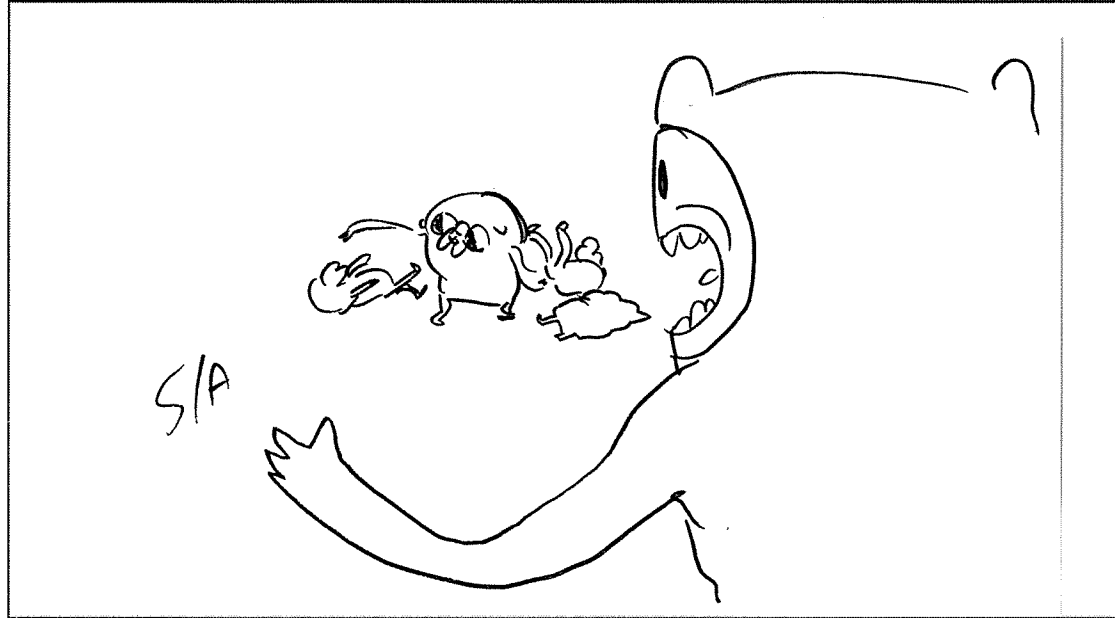
Page 197

Sc. 152

Pnl. β

Bg.

day night

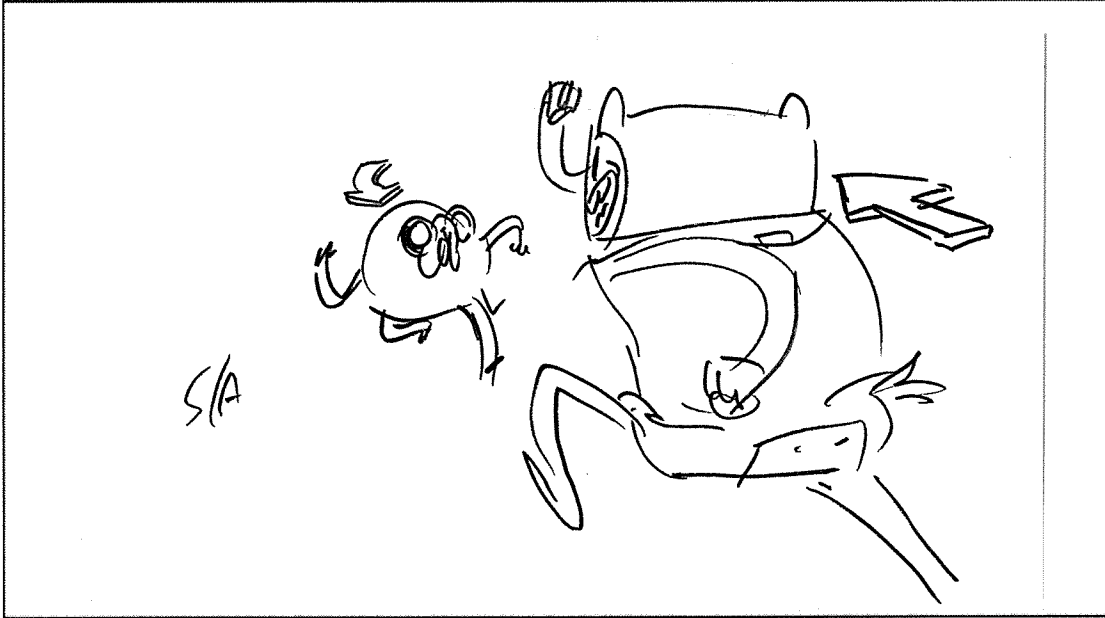


Sc. 152

Pnl. α

Bg.

day night



J. (RUNNING)  
F. (RUNNING)

Dialog:

Action:

Timing:

100233

EPISODE #

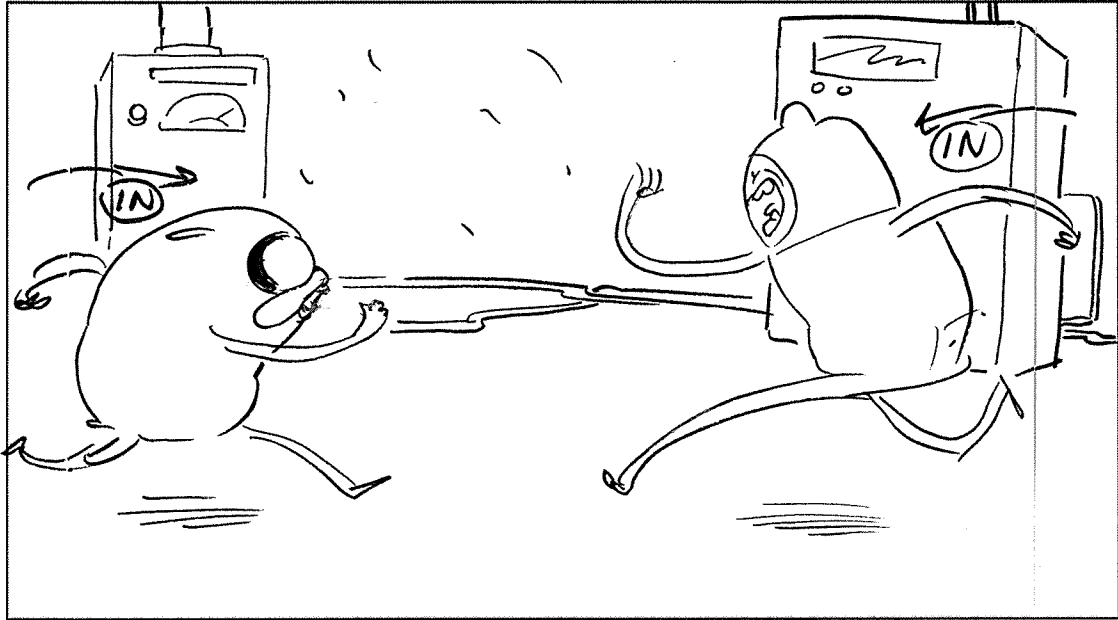
Production :



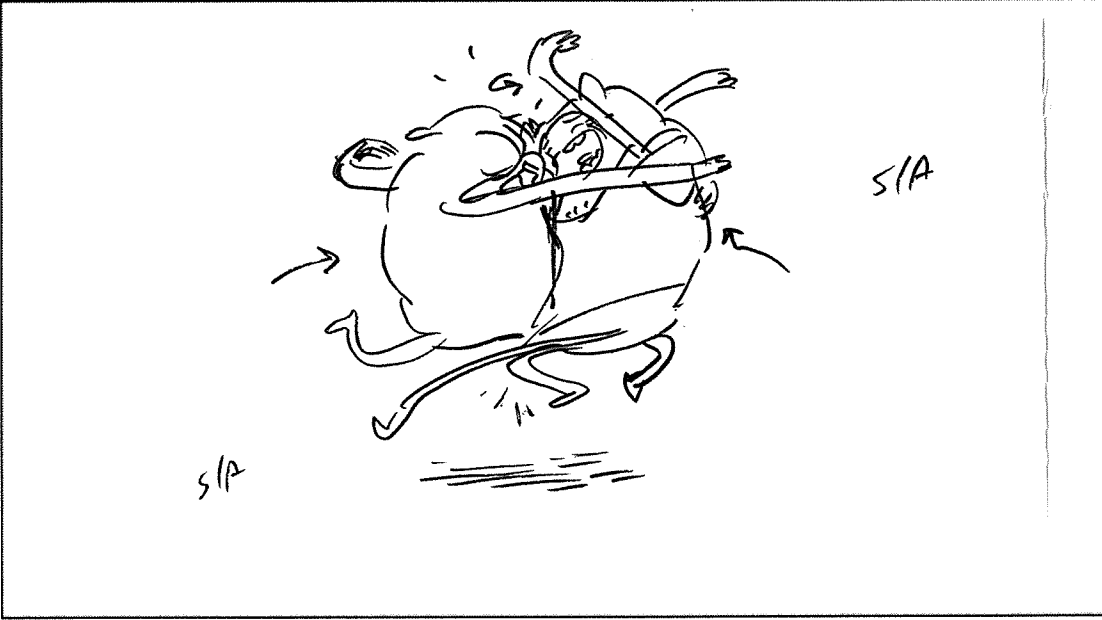
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:
Action:
Timing:

100233 EPISODE #

Production :



# ADVENTURE TIME



Sc. 153

Pnl. C

Bg.

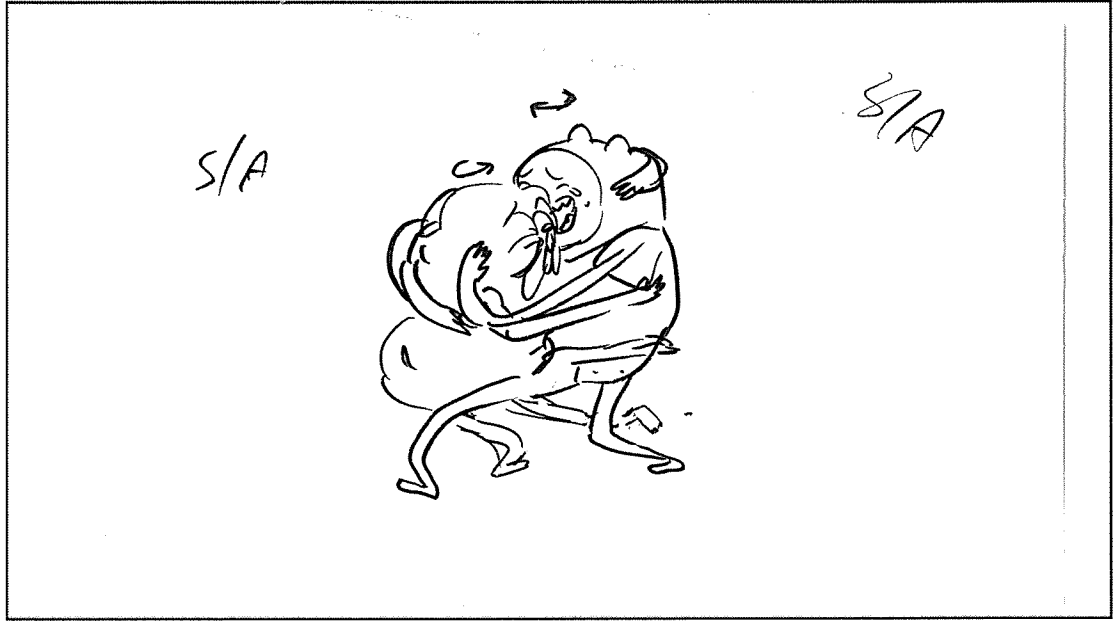
day night

Sc. 153

Pnl. D

Bg.

day night



100233

EPISODE #

Dialog:	F 1/3 J) HA HA HA = LAUGHING & CRYING
Action:	
Timing:	

(ALT- EPIC  
HIGH FIVE  
1/3 OR  
F 1/3 J COMBO  
MOVE



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ADVENTURE TIME



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Sc 161

Act A

ht

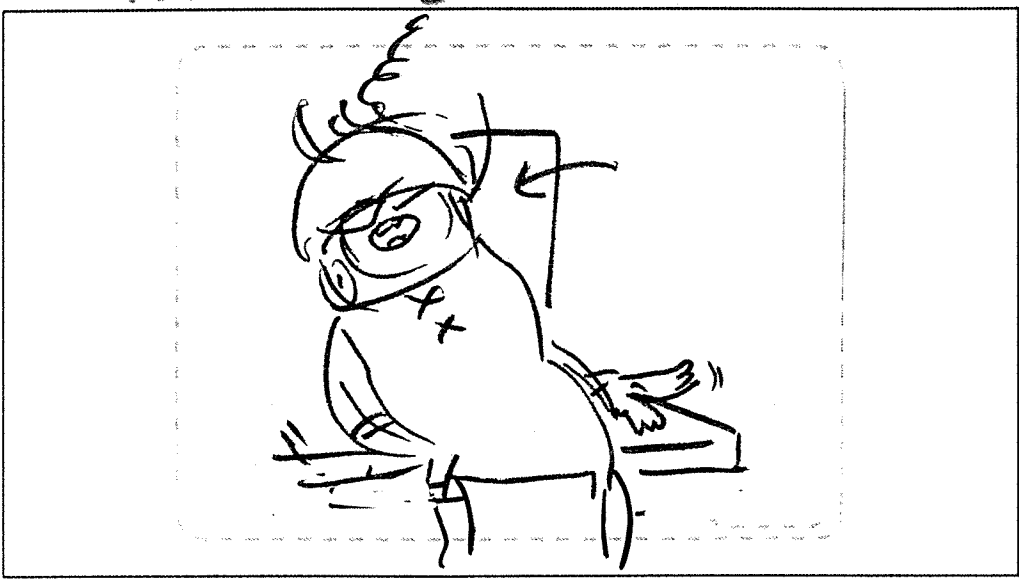
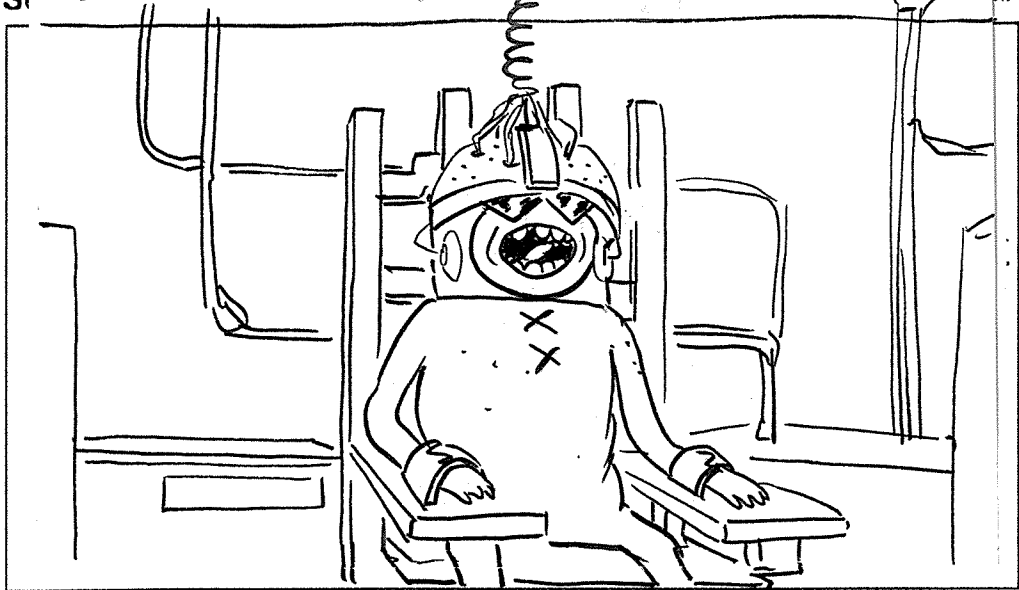
Sc.

161

Pnl. 8

Bg.

day night



Dialog:

F: YEAH!

Action:

Timing:

F: Jake, we did it!

F: OH?!!



EPISODE #

100233

Production :



ADVENTURE TIME

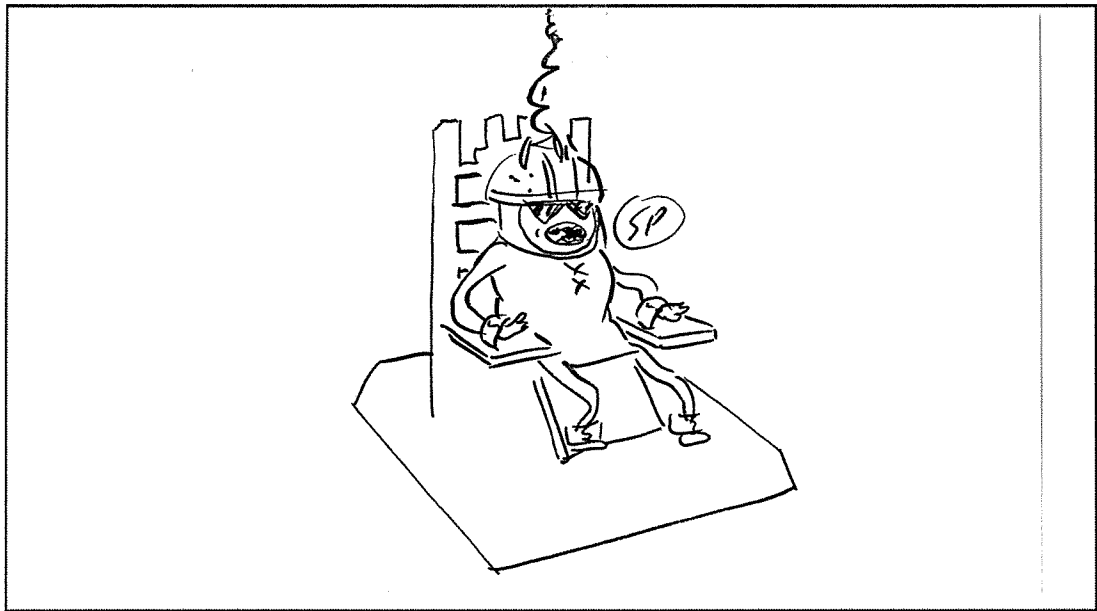


Sc. 162

Pnl. A

Bg.

day night

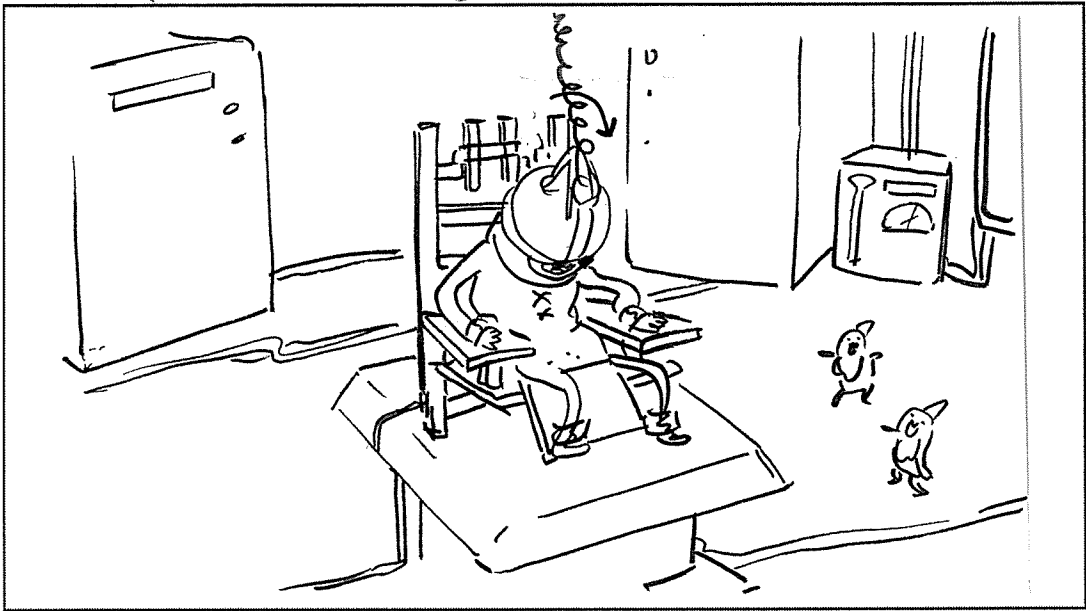


Sc. 162

Pnl. B

Bg.

day night



Dialog:

F: AHHHHHHHHHH!!

GNOMES: "AHHHHHHH!"

IT'S WORKING!

Action:

FINN'S HEAD FLOPS FORWARD, LIMP

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



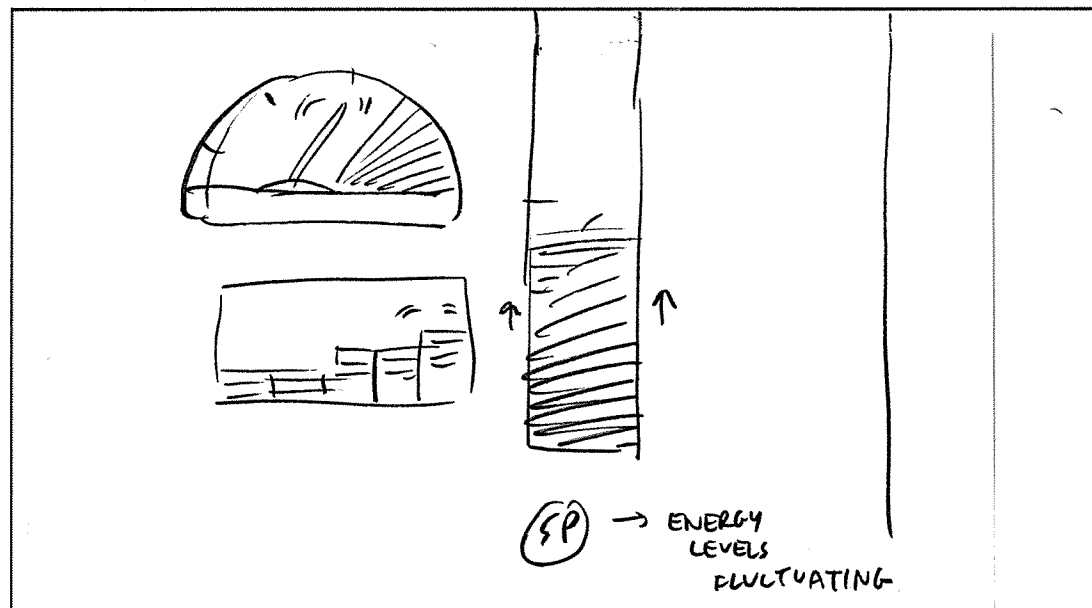
Page 209

Sc. 163

Pnl. A

Bg.

day night



Dialog:

Action:

ENERGY LEVELS TREMBLE &  
SHOOT WAY UP!!!!

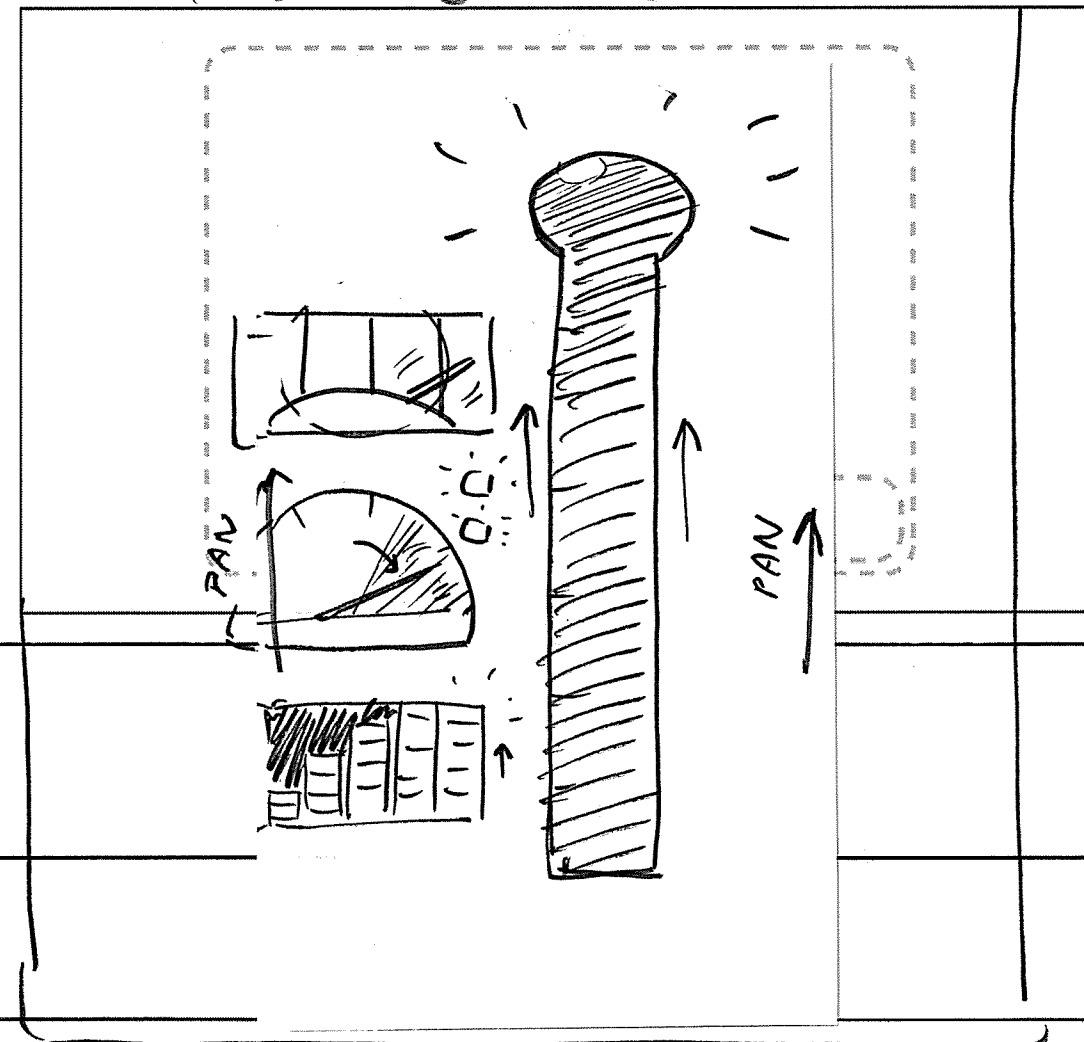
Timing:

Sc. 163

Pnl. B

Bg.

day night



100233

EPISODE #

Production :



# ADVENTURE TIME



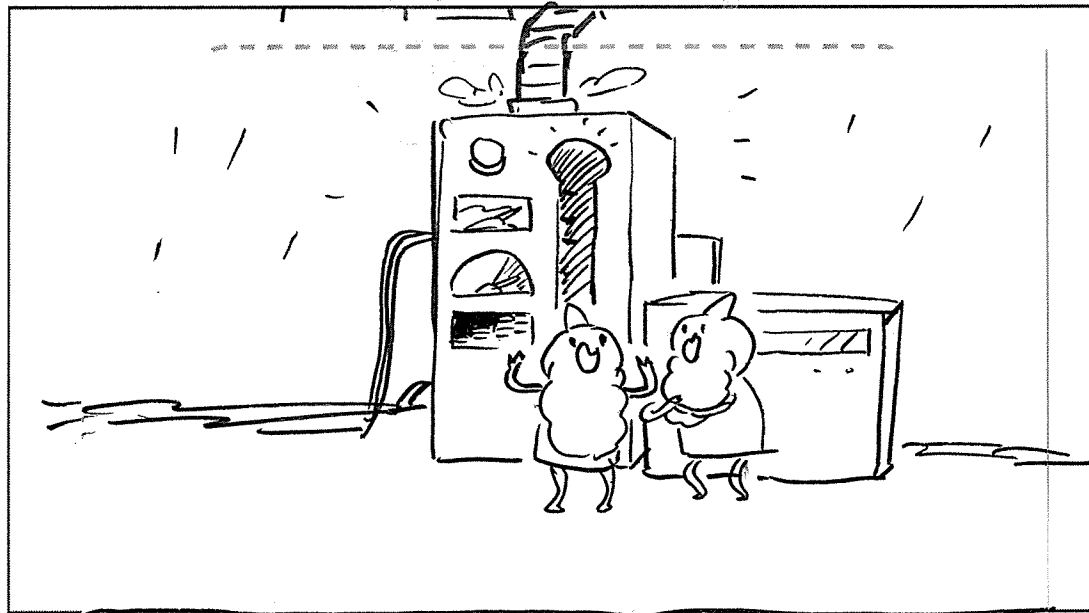
Page 210

Sc. 164

Pnl. A

Bg.

day night

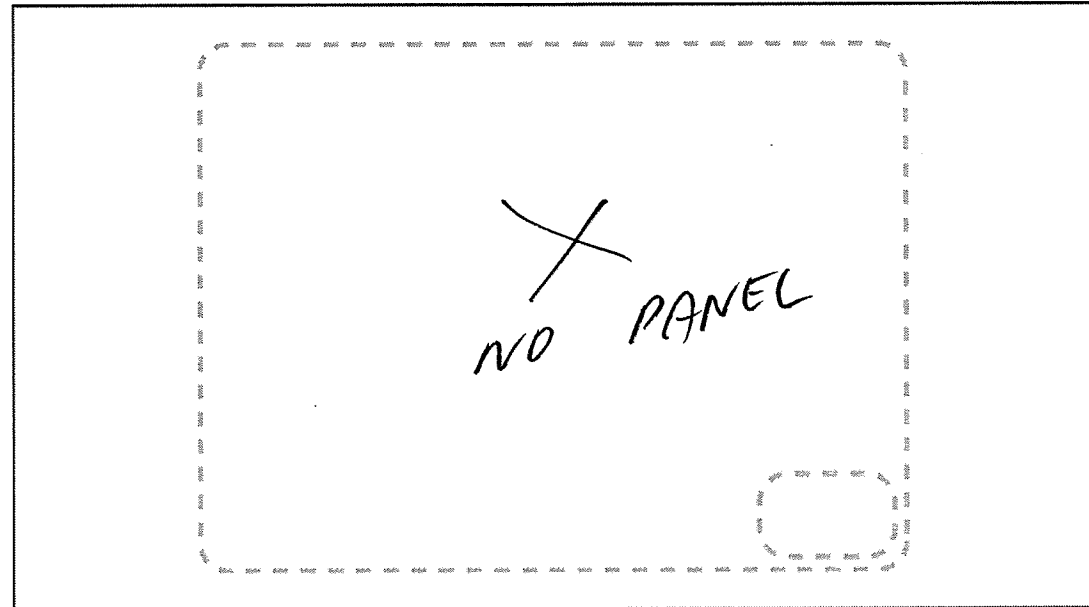


Sc.

Pnl.

Bg.

day night



Dialog:

GNOMES) THRILLED  
WALLA! :

YAY! WOO!

~GEARS CHURNING, STEAM RUSHING~

Action:

MACHINES OVERFLOWING WITH POWER

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 211

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dial	<p><del>AM</del> DANCE PARTY</p>			Dialog:	<p>(J) hahaha! crowd: Jake! Jake! Jake!</p>		
Acti							
Timing:							

VA  
DA  
M

100233

Production :

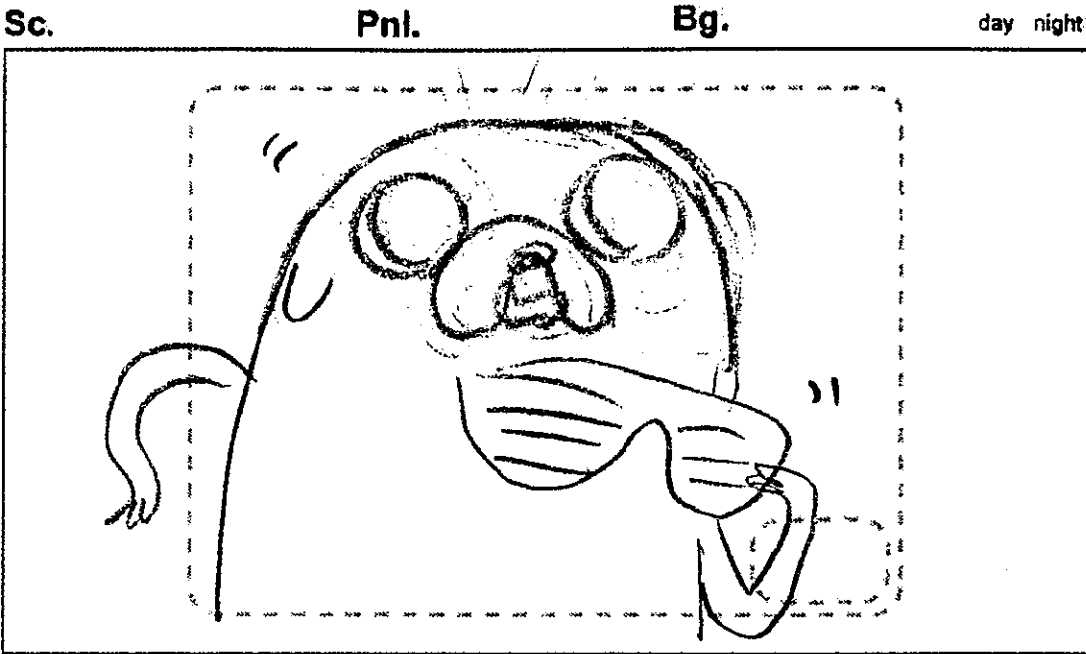
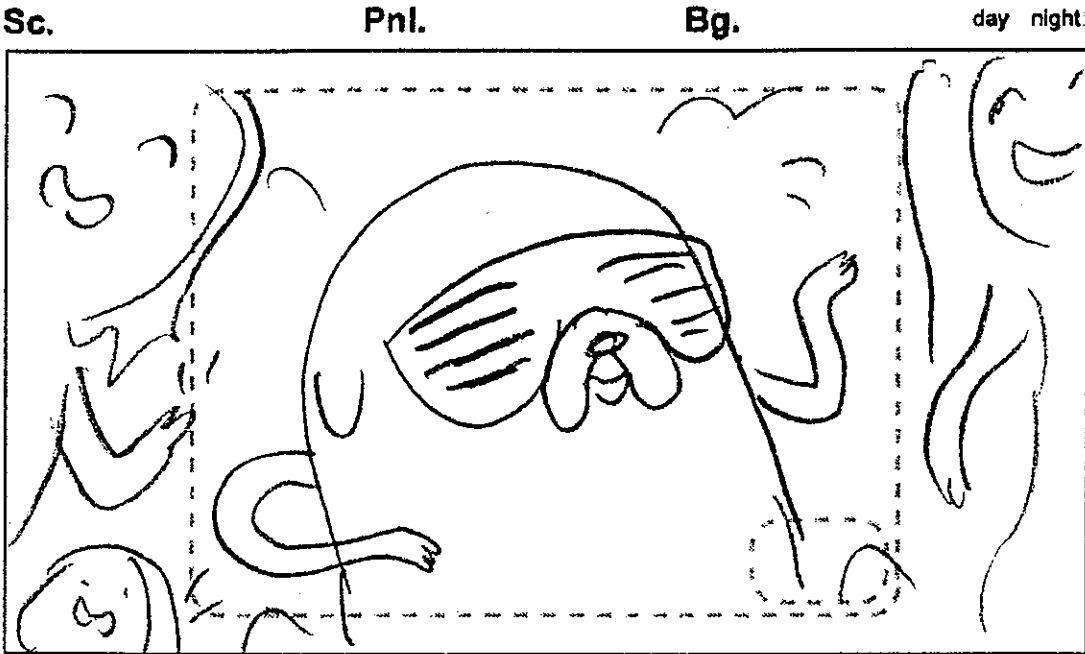


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# ADVENTURE TIME



Page 212



Dialog: (J) Haha - man, this PARTY is NUTS! ~~HAHA~~

Action:

Timing: (yelling over music)

(J) how'd I even get up here?!

100233  
EPISODE #  
Production :



ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<p>Dialog:</p>					<p>N2: lol, yeah you were off the hook!</p>				
<p>Action:</p>									
<p>Timing:</p>									

100233  
EPISODE #  
Production :

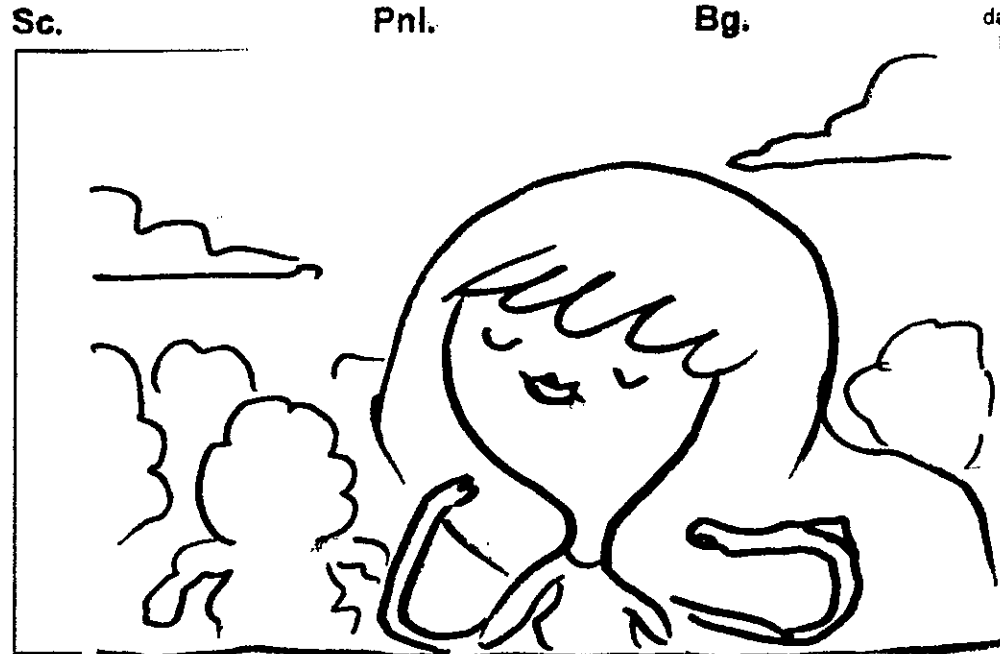


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# ADVENTURE TIME



Page 214 → (236)

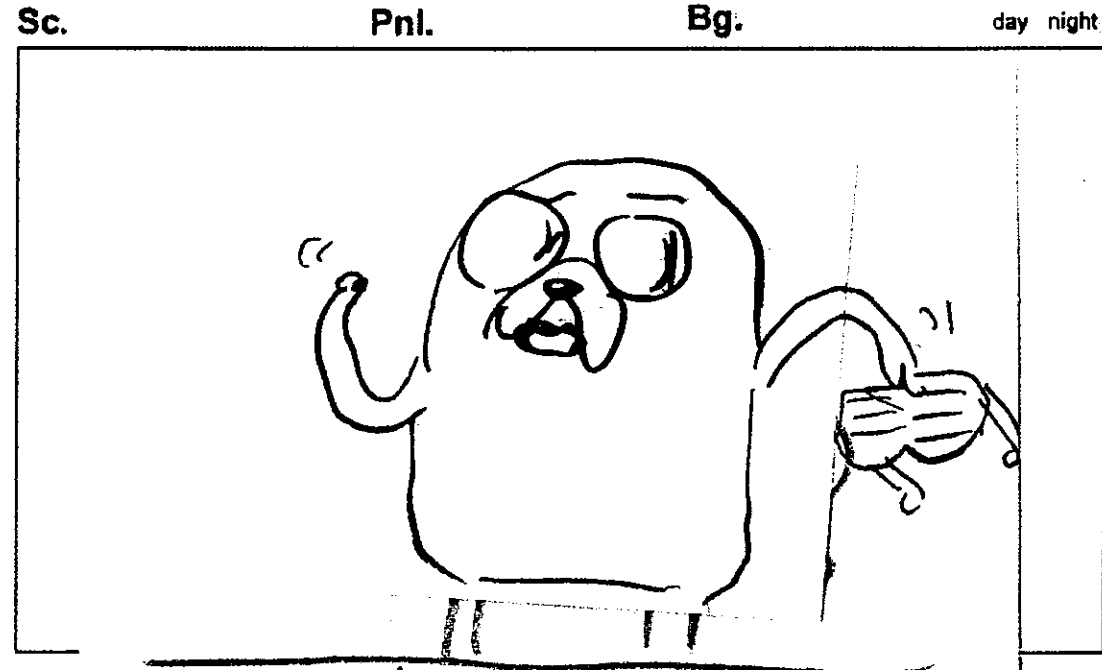


Dialog

N: So we brought  
you to the cloud  
kingdom to party with the  
party god.

Action

Timing:



Woh!  
(J: Who's the  
party god?

100233

EPISODE #

Production :



# ADVENTURE TIME



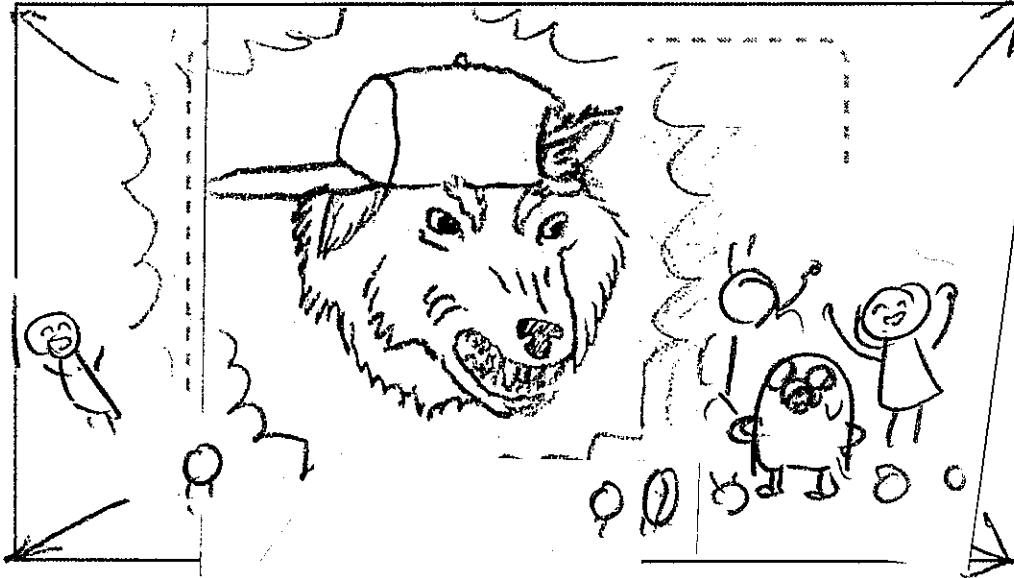
Page 236

Sc. 177

Pnl. C

Bg.

day night

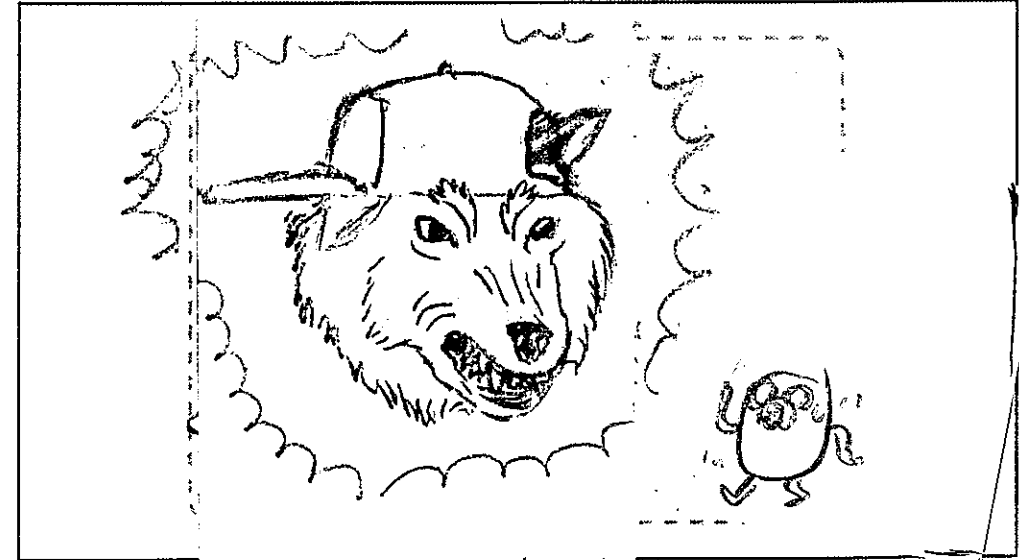


Sc. 177

Pnl. D

Bg.

day night



Dialog:

PARTY GOD:  
I AM the PARTY  
GOD.

Jake!  
oh!

Action:

Timing:

PARTY GOD: JAKE, YOU HAVE WON MY  
FAVOR FOR BEING A COMPLETELY  
OFF THE HOOK PARTY DOG.



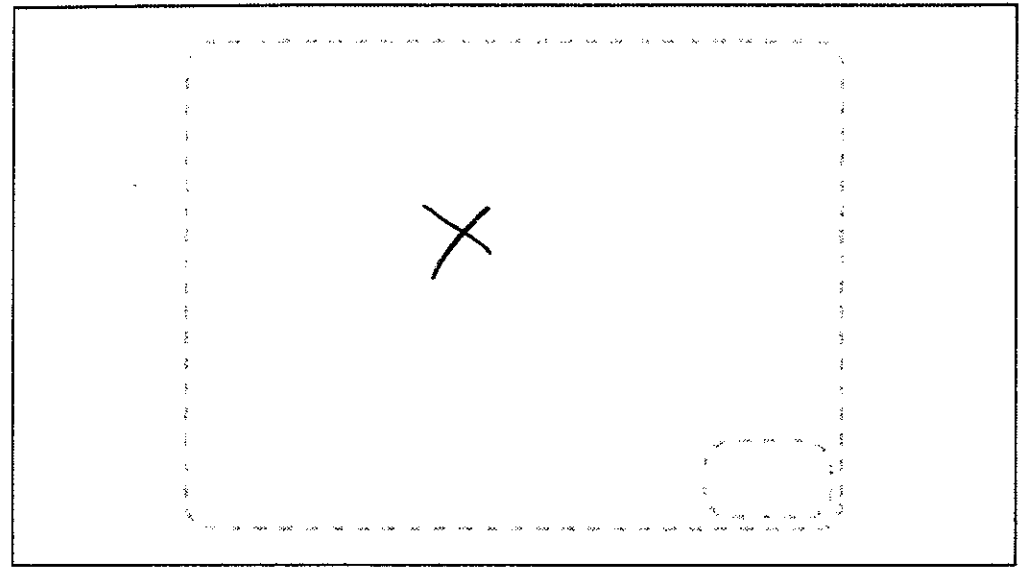
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ADVENTURE TIME



Page 236A

Sc. Pnl. Bg. day night

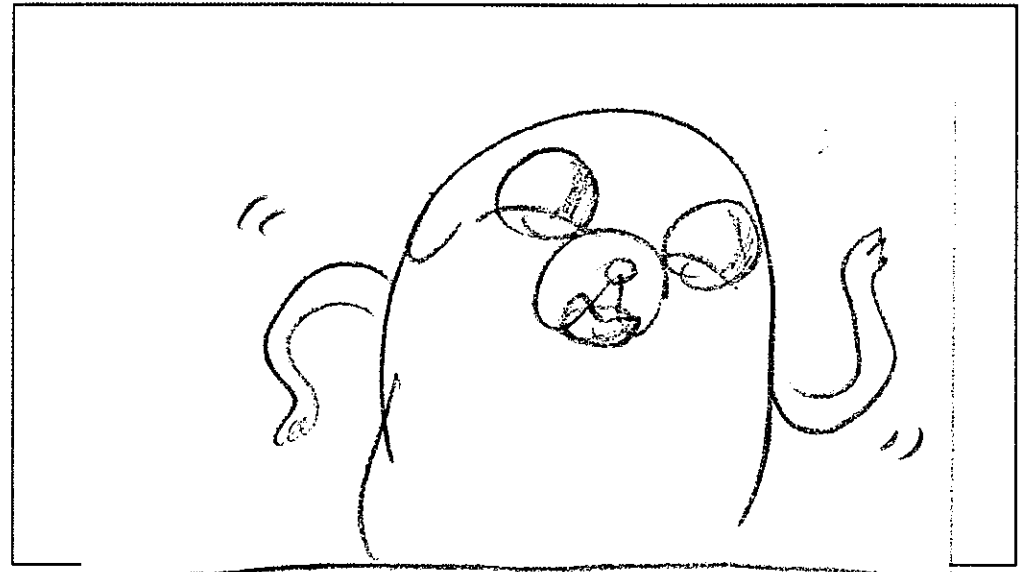


Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



haha  
⑤ Thanks  
PARTY GOD  
(JAKE DANCING)

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 237

Sc. 178 Pnl. A Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog

PARTY GOD! You're welcome, and  
BECAUSE you have pleased me  
I will grant you one wish!

Action

Timing

PARTY GOD! What DO YOU WANT  
MOST IN THE WORLD?

100233

EPISODE #

Production :



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# ADVENTURE TIME

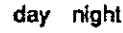


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
Dial ⑤ what do I want most...					⑤ hehe...				
Acti									
Timing									

100233  
EPISODE #  
Production :



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Page 237B

day night



**Timing:**

⑤ what PO  
I want most  
in the world?

**Production :**



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# ADVENTURE TIME



Page 237C

Sc. Pnl. Bg. day night



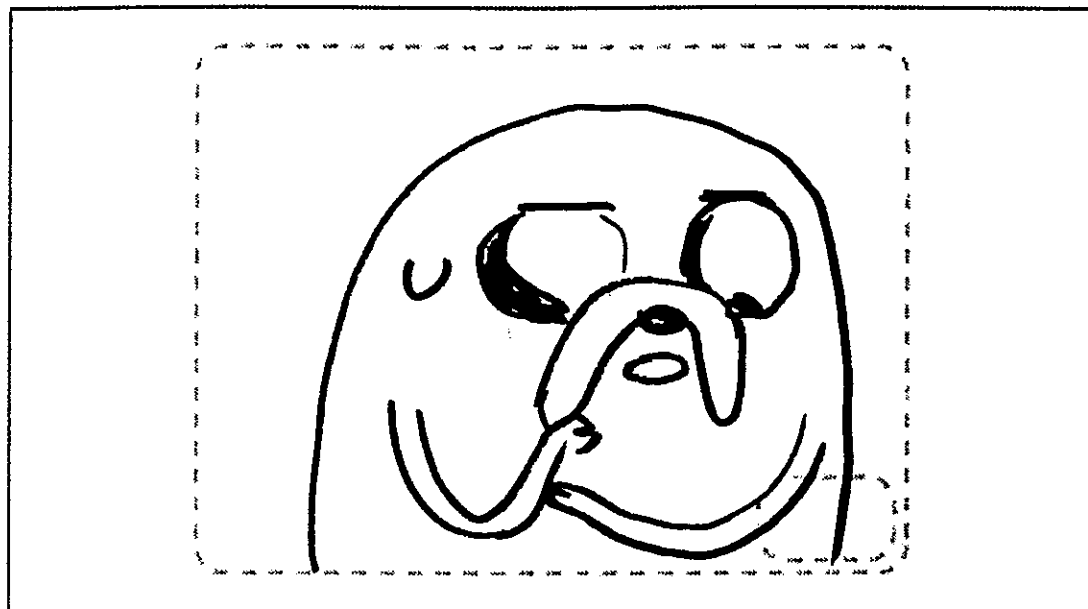
Dialog:

~~\_\_\_\_\_~~ ..(Beat)

Action:

Timing:

Sc. Pnl. Bg. day night



J: Well I wish  
Finn would stop  
leaving his dirty..

100233

EPISODE #

Production :

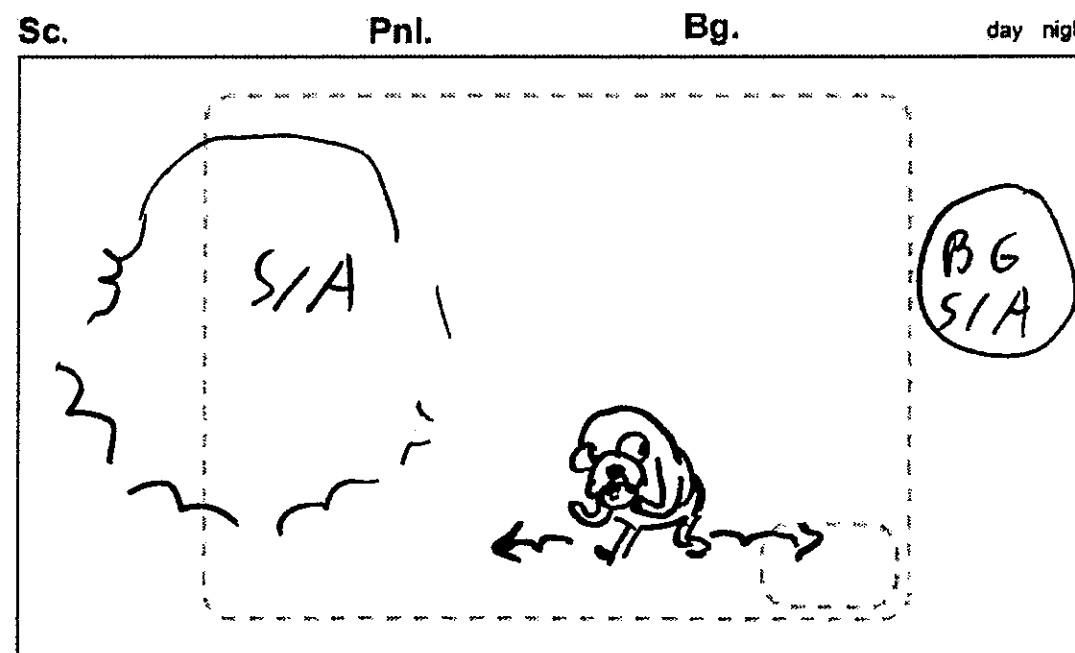
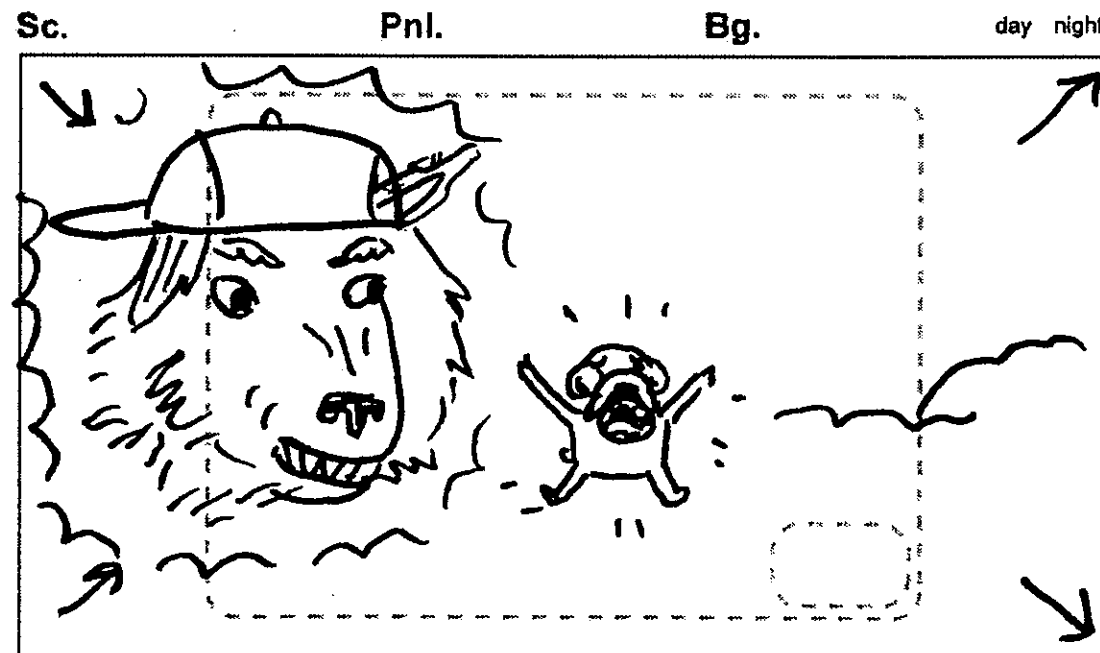


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# ADVENTURE TIME



Page 237D



Dialog:	J: FINN!!	I WAS ON HIS TRAIL ...
Action:		AND THEN I...
Timing:		GOT DISTRACTED!
		(pacing)

100233

EPISODE #

Production :

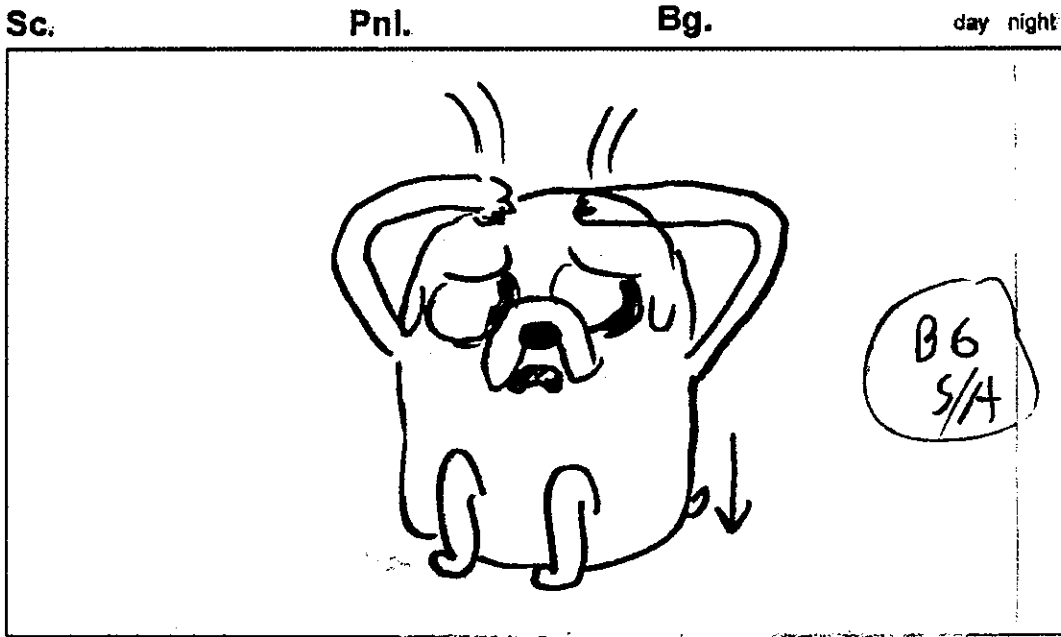
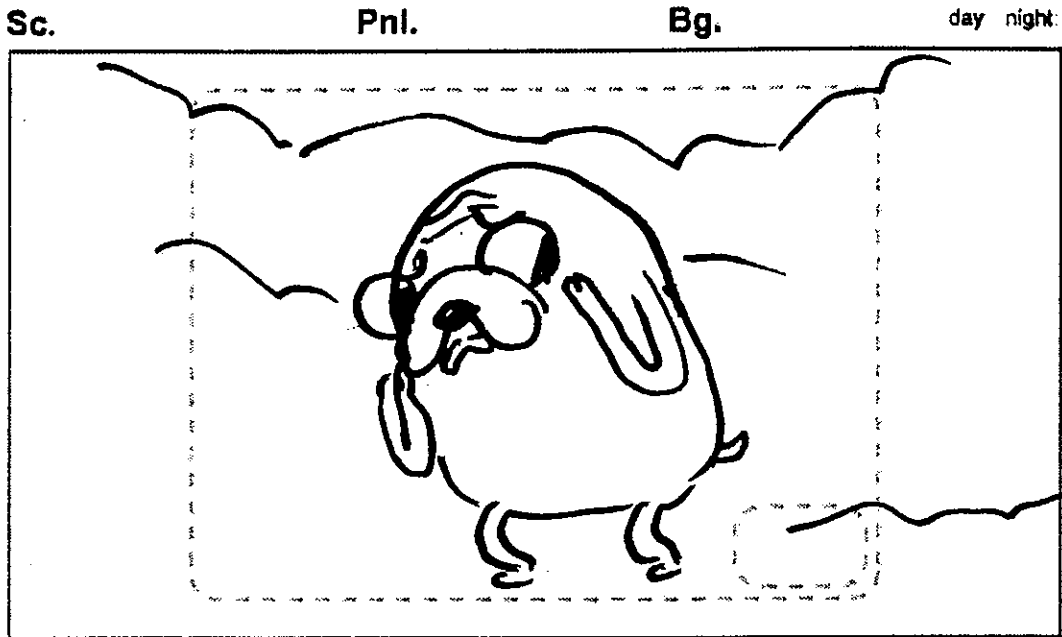


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# ADVENTURE TIME



Page 237 E



Dialog:	J: GAHH!!	J: Cinnamon Bun
Action:	What's wrong with my brain!!	was right!
Timing:	<del>2:00</del> 1:30	

100233  
EPISODE #  
Production :



ADVENTURE TIME



Sc. Pnl. Bg. day night

B6  
S/A

Sc. Pnl. Bg. day night

B6  
S/A

100233

EPISODE #

Production :

Dialog:	J: I can't	
Action:	focus on..	
Timing:	NOTHING!!	
	J: AND MY BEST	
	BUD IS HELD CAPTIVE	
	SOMEWHERE SURROUNDED	
	BY LITTLE FEETED THINGS!!!	



# ADVENTURE TIME



Page

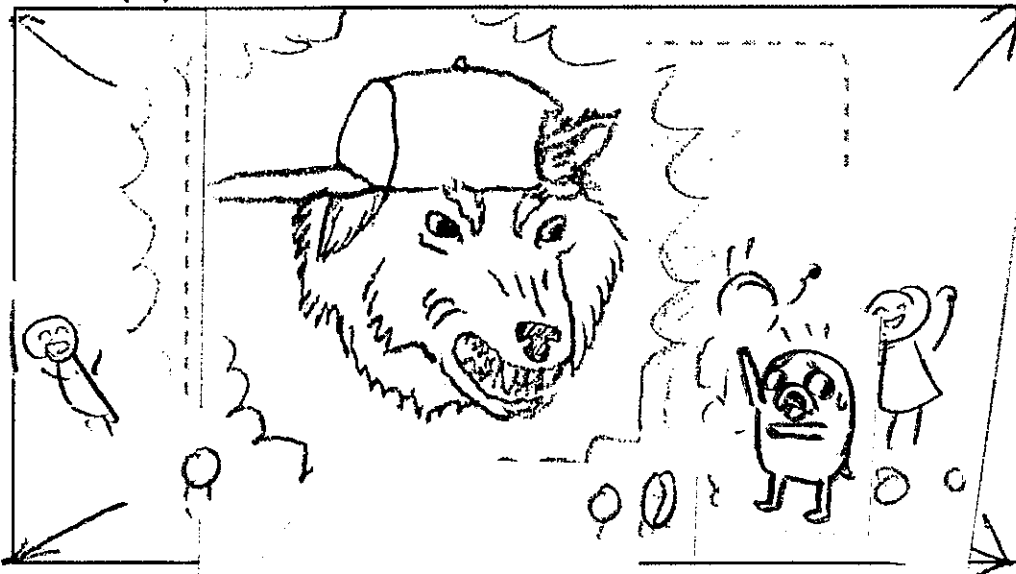
237 G

Sc. 177

Pnl. C

Bg.

day night

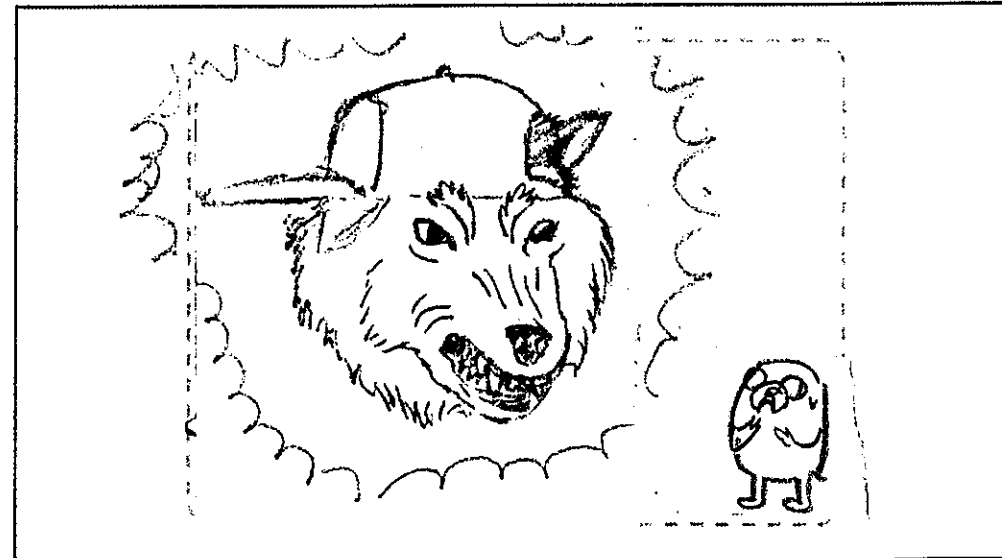


Sc. 177

Pnl. D

Bg.

day night



Dia

ⓐ PARTY GOD! PLEASE! I WISH THAT  
I COULD FOCUS ON FINDING  
MY FRIEND FINN!!

Act

Tim

PARTY GOD!

~~very~~ Then your wish  
is my  
com-

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100233

EPISODE #



# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night					
<div></div>					<div></div>									
										<div>Dialog:</div>				
										<div>Action:</div>				
<div>Timing:</div>					<div>(5) <del>WAIT!</del> WAIT!</div>									

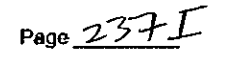
100233


EPISODE #

Production :



**THE UNIVERSITY OF THE CARIBBEAN**



		
Dis	③ wait ...	
Act		
Timing:		

**Production :**



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# ADVENTURE TIME

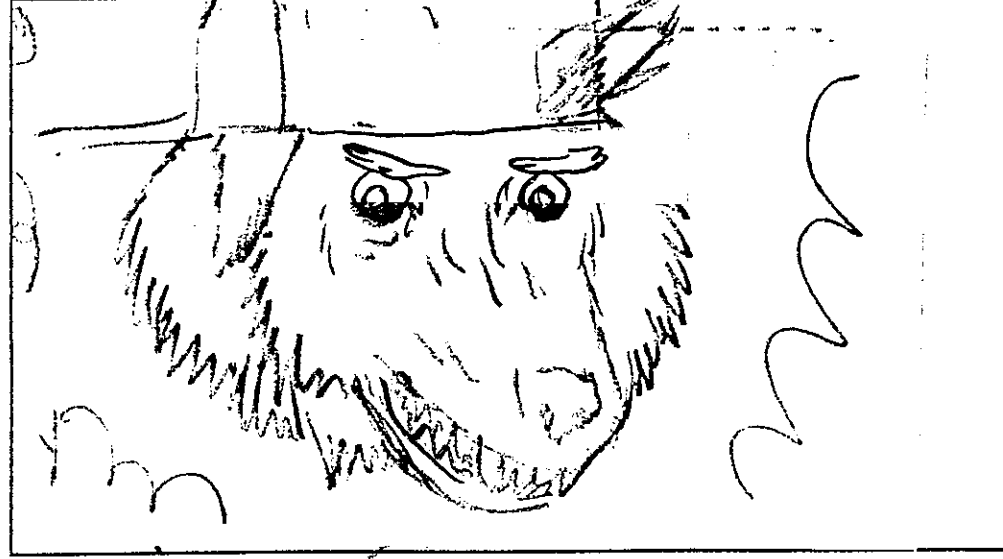


Page 2375

Sc. 178 Pnl. A Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog

PARTY GOD: Uh...

Y---Yes... You Got me....

Action

Time

(PG:) To grant your wish I have to  
fill you with the energy of 1,000  
partying demons.

100233

EPISODE #

Prod



# ADVENTURE TIME



Page 237 K

Sc. 178

Pnl. A

Bg.

day night



Sc. 179

Pnl. A

Bg.

day night



100233

EPISODE #

Dialc

(PG) IT'LL MAKE YOU PARTY LIKE  
A MANIAC UNTIL THE ENERGY IS  
RELEASED.

Actic

Time

(5) Then ~~THAT~~ DO it!

Production :



# ADVENTURE TIME



Page 237 L

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog
⑤ I need to find Finn!

Action

Timing

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 236

Sc. 180

Pnl. A

Bg.

day night



Sc. 180

Pnl. B

Bg.

day night



Dialog:

(PG) RAD.

W Z O O M !

100233

EPISODE #

Production :



# ADVENTURE TIME



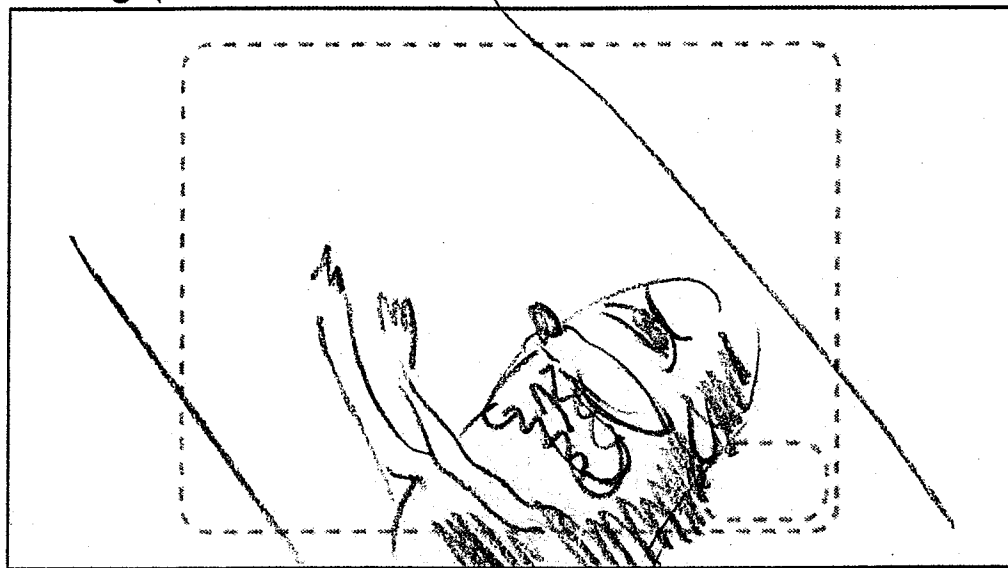
Page 239

Sc. 181

Pnl. A

Bg.

day night

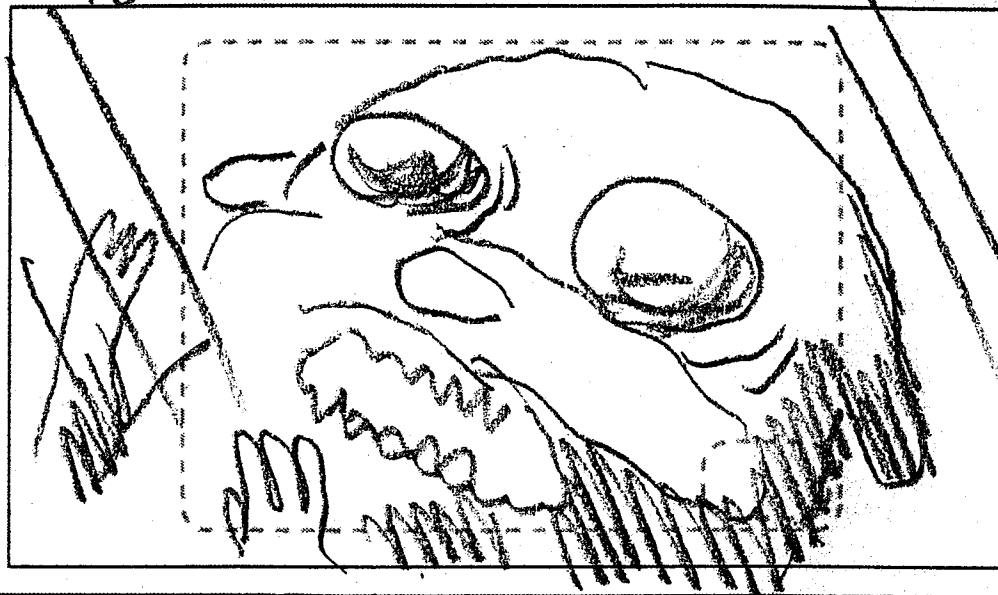


Sc. 182

Pnl. A

Bg.

day night



100233

EPISODE #

Dial...

(J) YAAAAA A!!!!

Action

Time

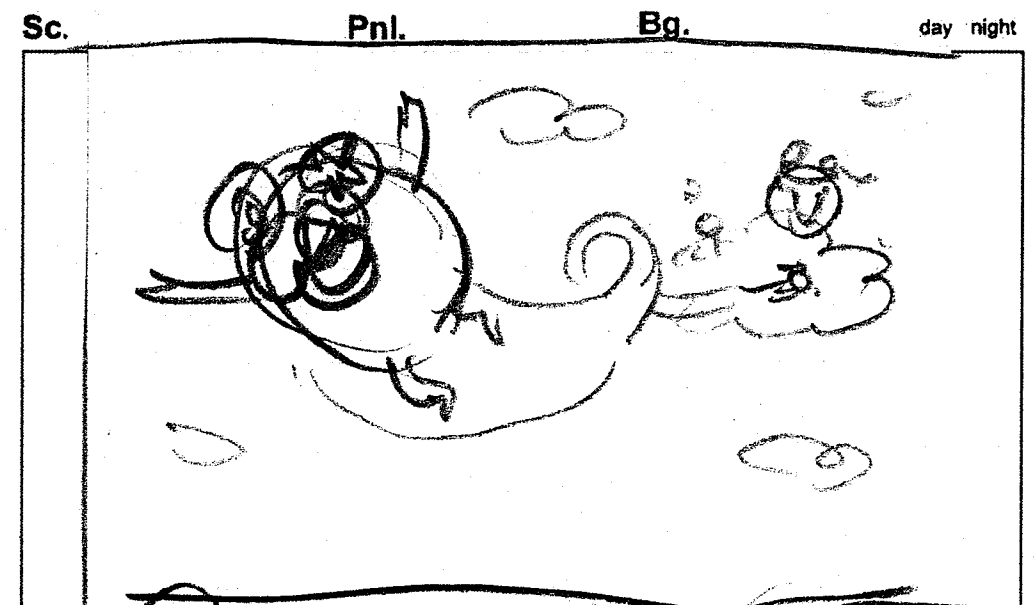
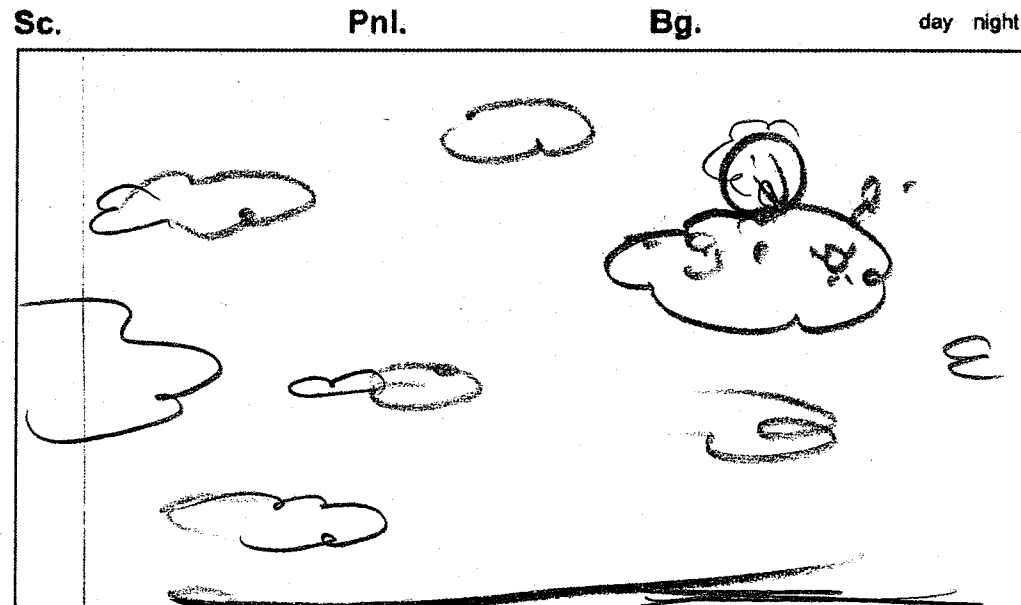
J) ~~THE~~ MUST... Find Finn...  
MUST... MUST...



# ADVENTURE TIME



Page 240



Dialog  
Action  
Timing:

⑤ .... must ....

⑤ PARTY  
FOREVER!!!

100233

EPISODE #

Production :

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# ADVENTURE TIME



Page 241  
(p 242-243)  
day night

Sc.

Pnl.

Bg.

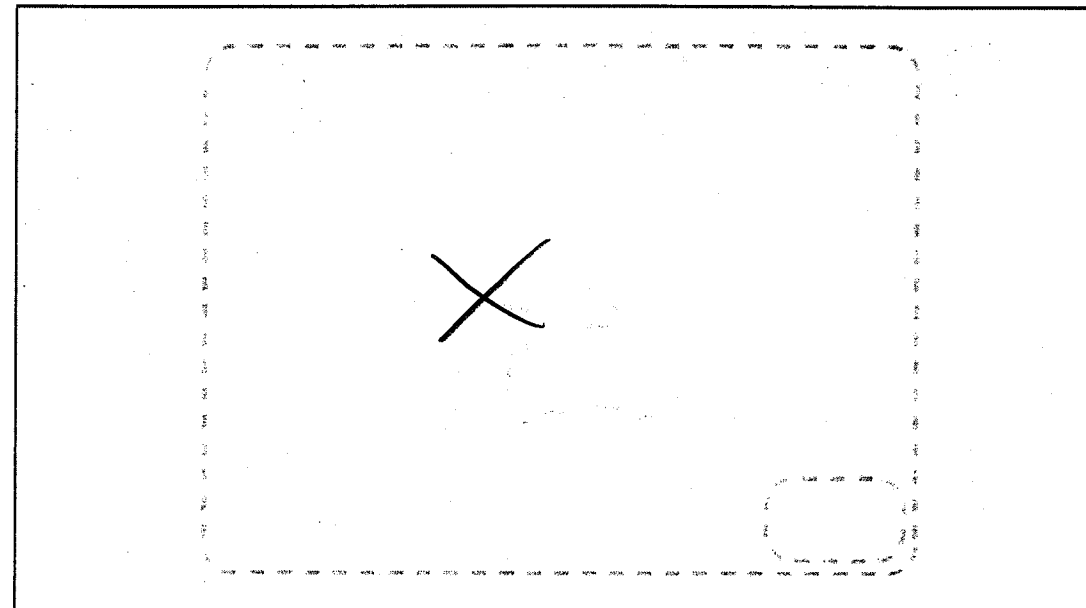
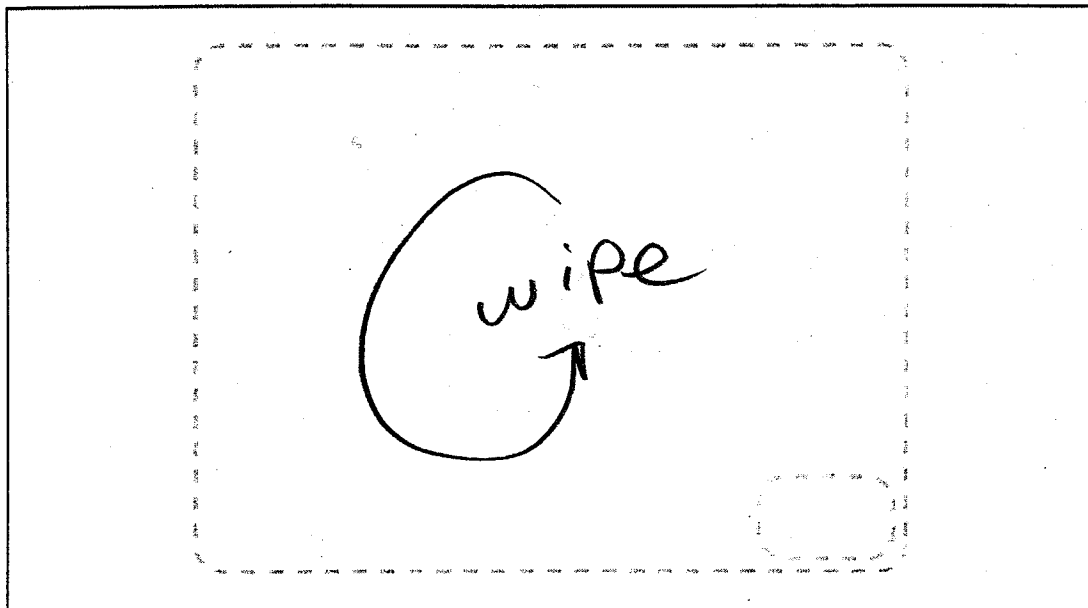
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

100233



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# ADVENTURE TIME



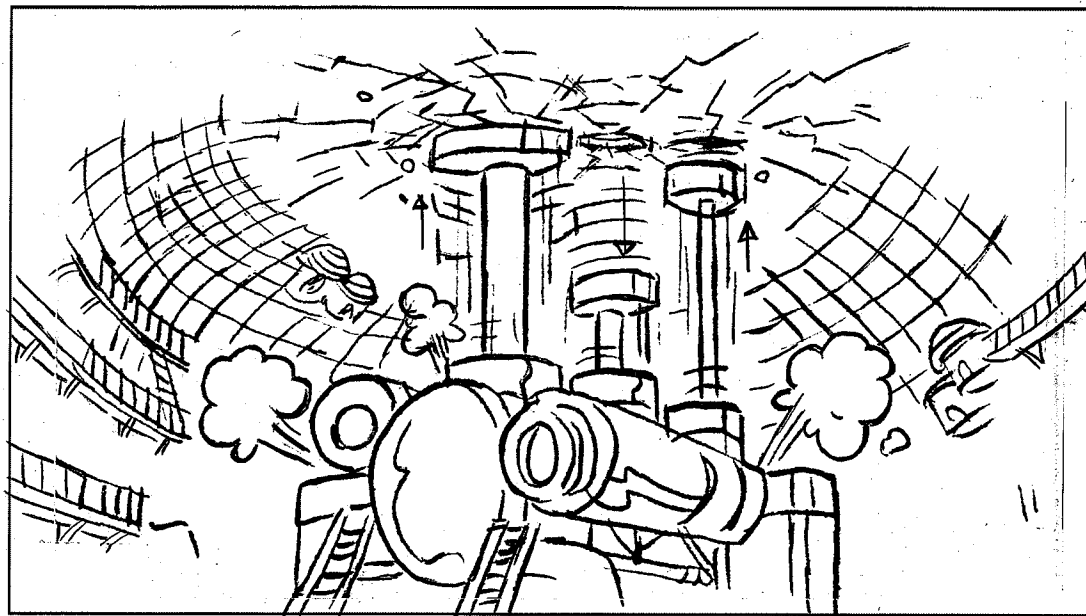
Sc. 187

Pnl. A

Bg.

R/T Sc. 81

day night



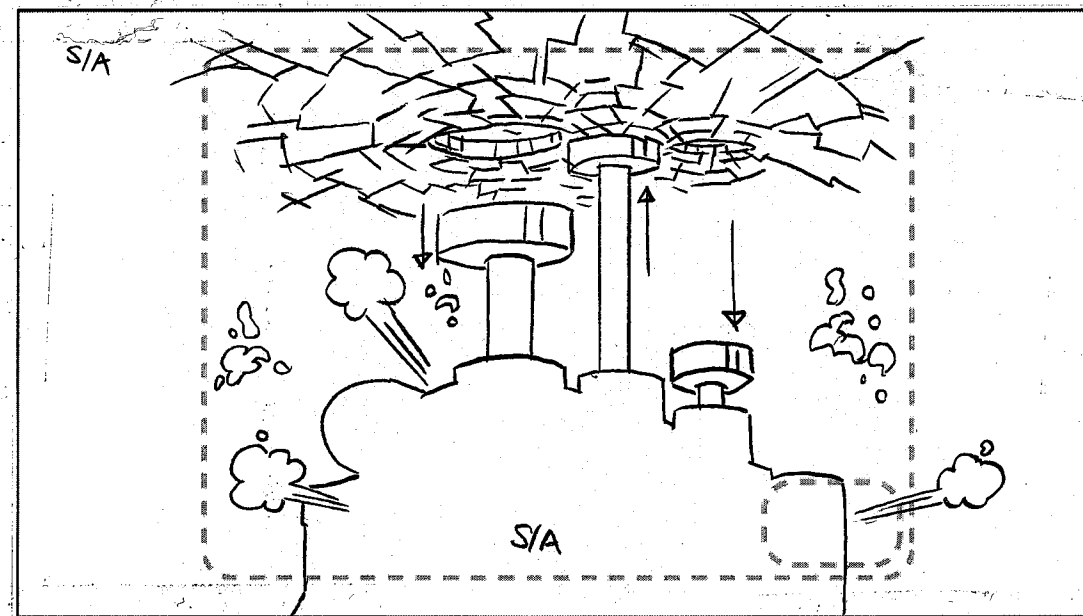
Sc. 187

Pnl. B

Bg.

Page 244

day night



Dialog:

SFX: :: KOOM! - KOOM! - KOOM! ::

Action:

OVERDRIVE POUNDS AWAY AT CEILING.  
JETS OF STEAM SHOOT OUT OF OVERDRIVE

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



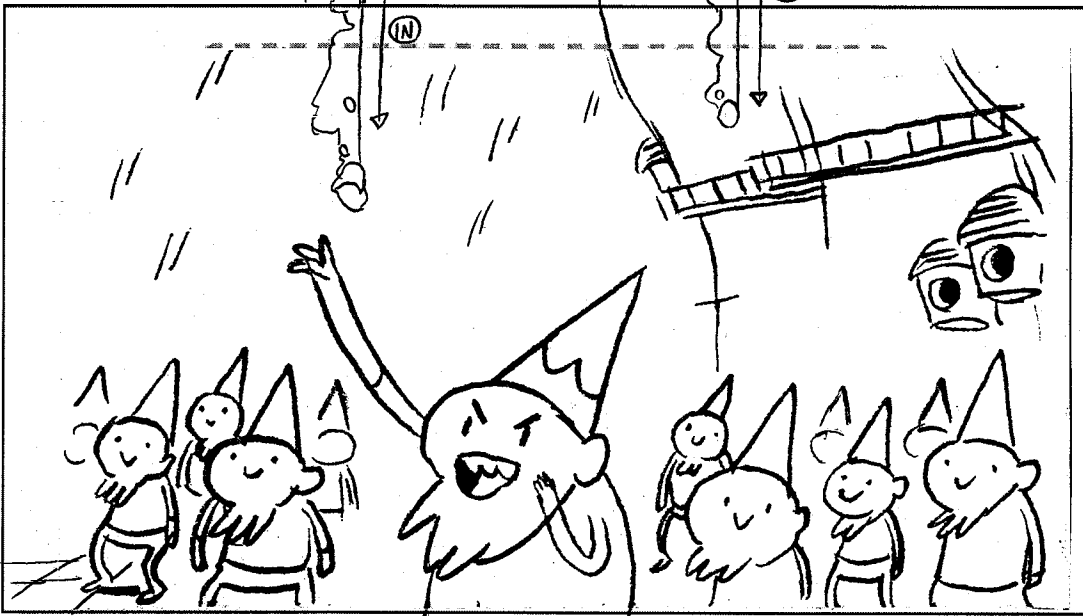
Page 245

Sc. 188

Pnl. A

Bg. (IN)

day night

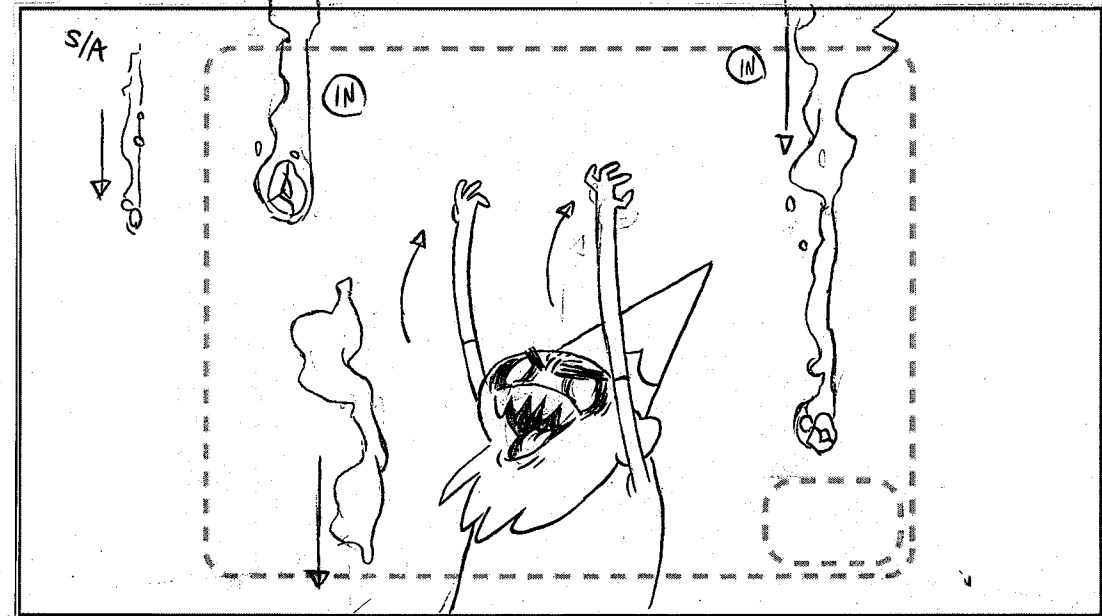


Sc. 188

Pnl. B

Bg.

day night



Dialog:

G: IT'S WORKING...

SFX: (O/S) KOOM - KOOM - KOOM (CONTINUES)

Action:

CEILING FRAGMENTS FALL O/S TRAILING DUST

Timing:

G: IT'S WORKING! HA HA HA!

EPISODE #

100233

Production :



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# ADVENTURE TIME



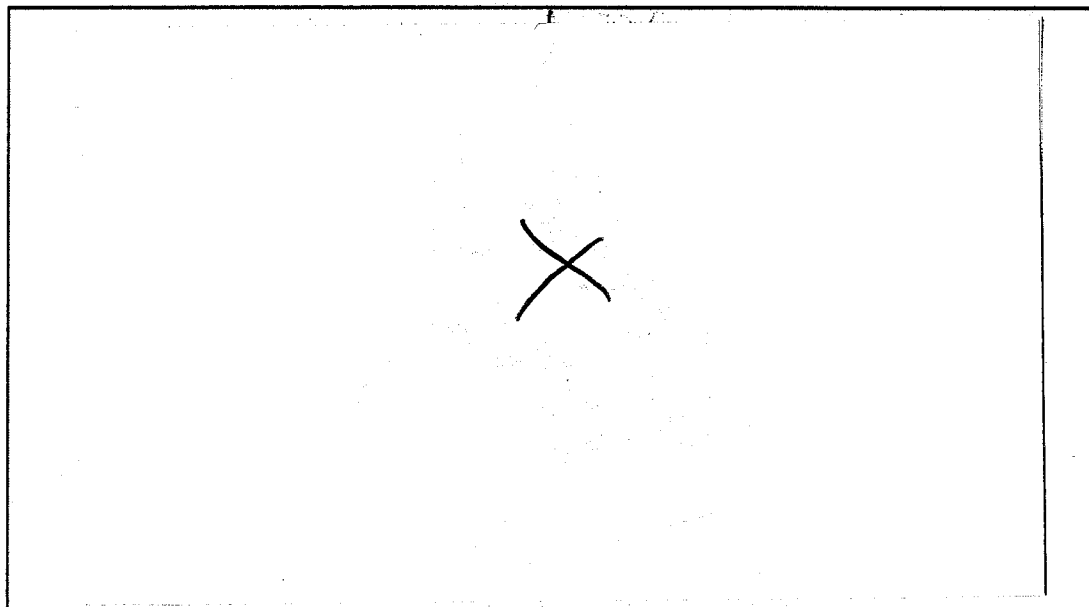
Page 245A

Sc. 162

Pnl. A

Bg.

day night

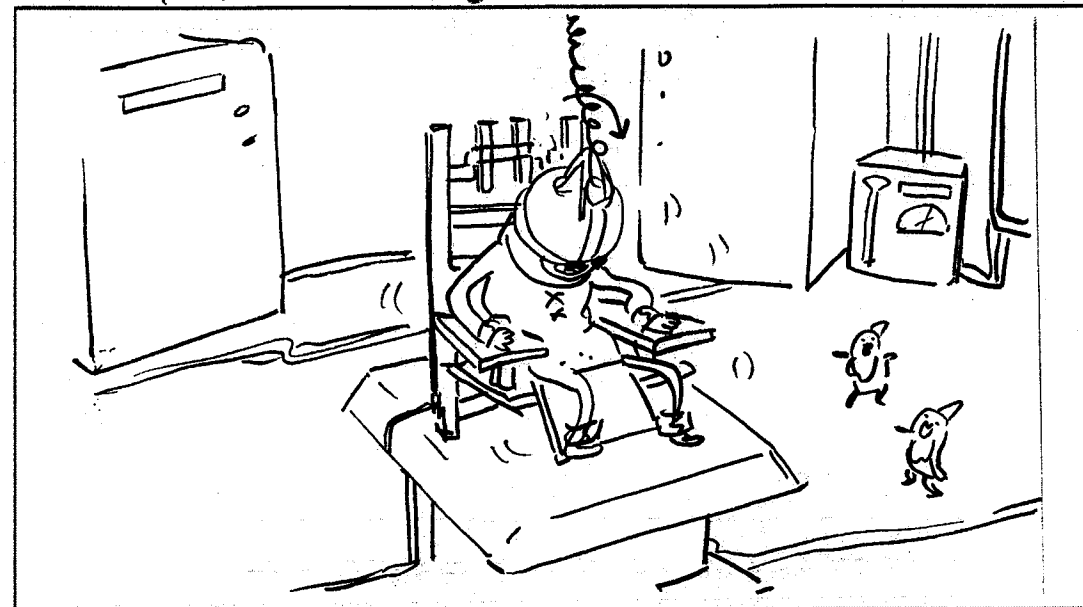


Sc. 162

Pnl. B

Bg.

day night



100233

EPISODE #

Dialog:

Action:

Timing:

GNOMES: "AH AH AH AAA!"

FINN'S HEAD FLOPS FORWARD

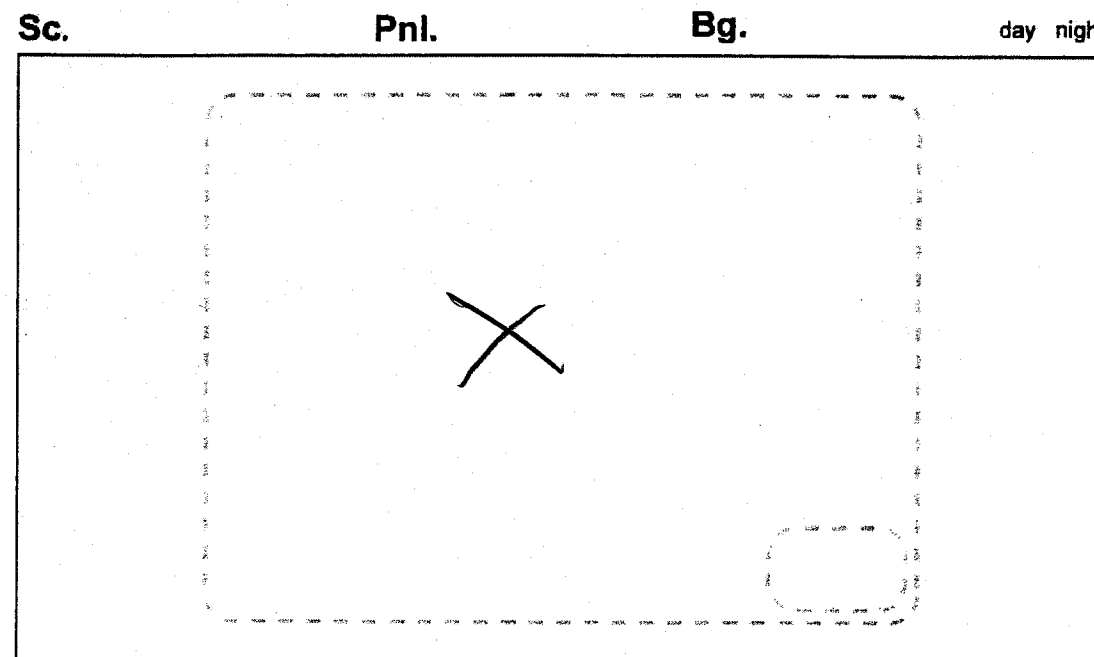
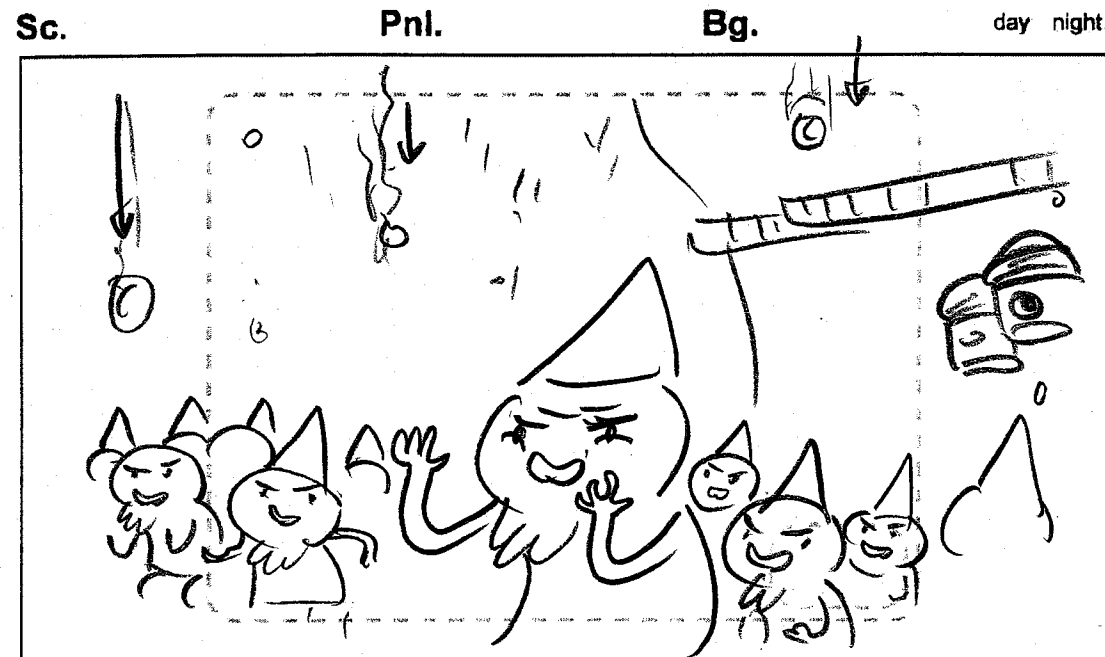
Production :



# ADVENTURE TIME



Page 2458



Dialog: G) Yes! Yes!

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 246

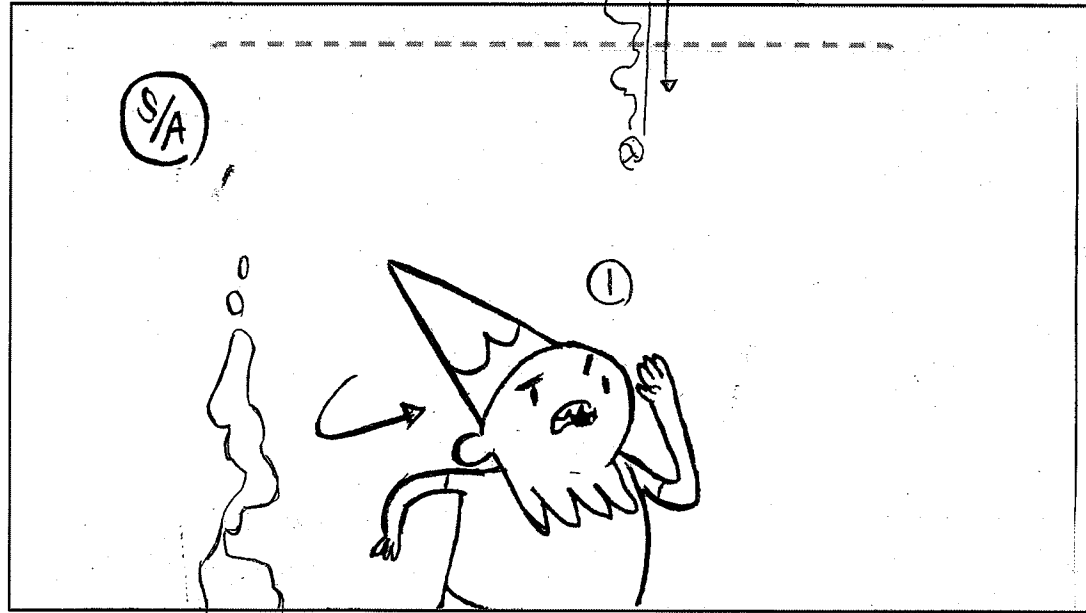
Sc. 188

Pnl. C

IN

Bg.

day night

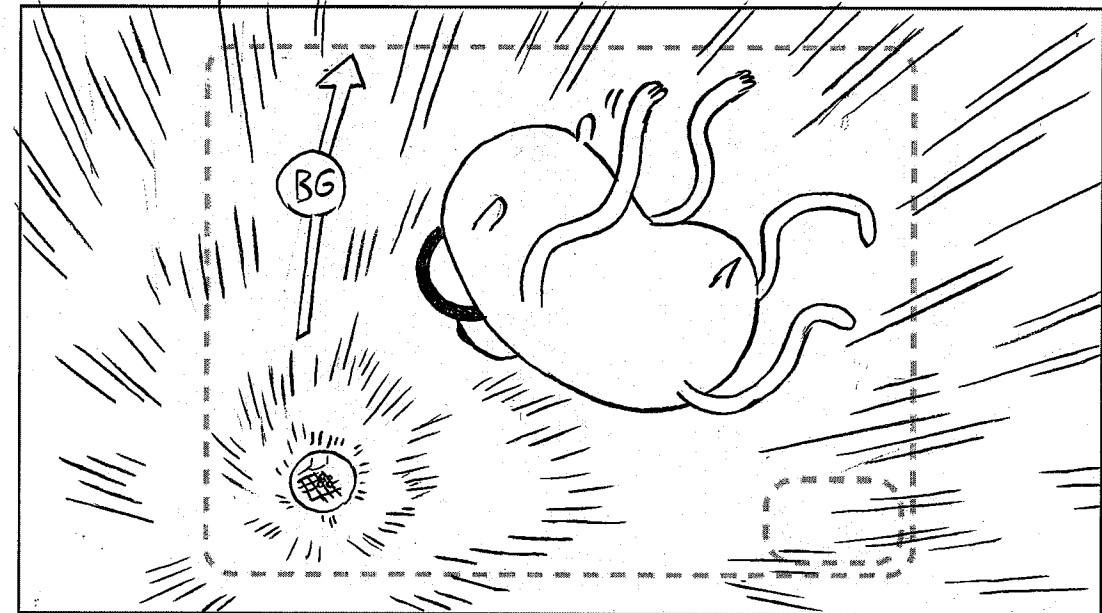


Sc. 189

Pnl. A

Bg.

day night



Dialog:

G: BUT WHAT'S THAT OTHER, MUCH MORE FOREBODING, SOUND ...

J: (%\$) JAKE! JAKE! JAKE!!

Action: GNOME LEADER TURNS AND CUPS HIS HAND TO HIS EAR.

Timing:

J: PARTYYYY!!!

JAKE PLUMMETS DOWN THE WELL.  
JAKE'S LIMBS FLAIL WILDLY BEHIND HIM



100233

EPISODE #

Production :



ADVENTURE TIME

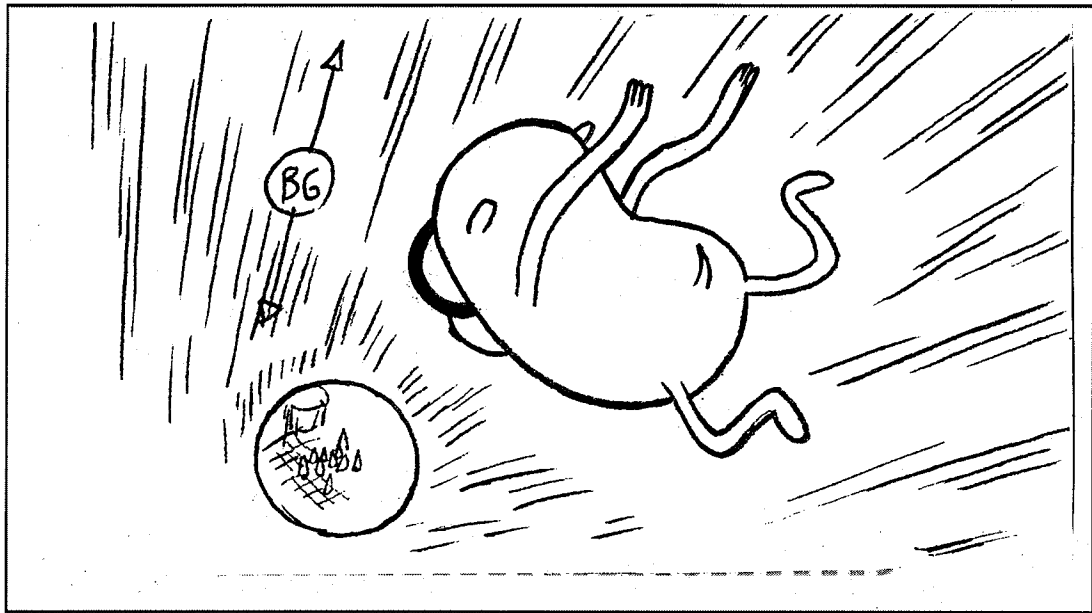


Sc. 189

Pnl. B

Bg.

day night

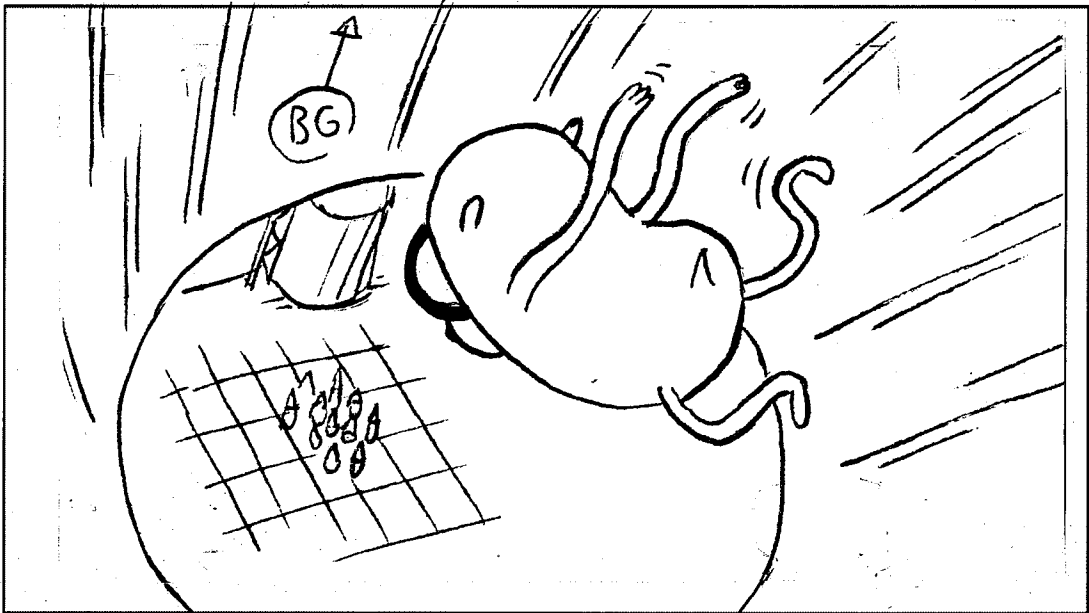


Sc. 189

Pnl. C

Bg.

day night



Dialog:

Action:

BOTTOM OF WELL OPENS UP ON 'BENEATHAVERSE'

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



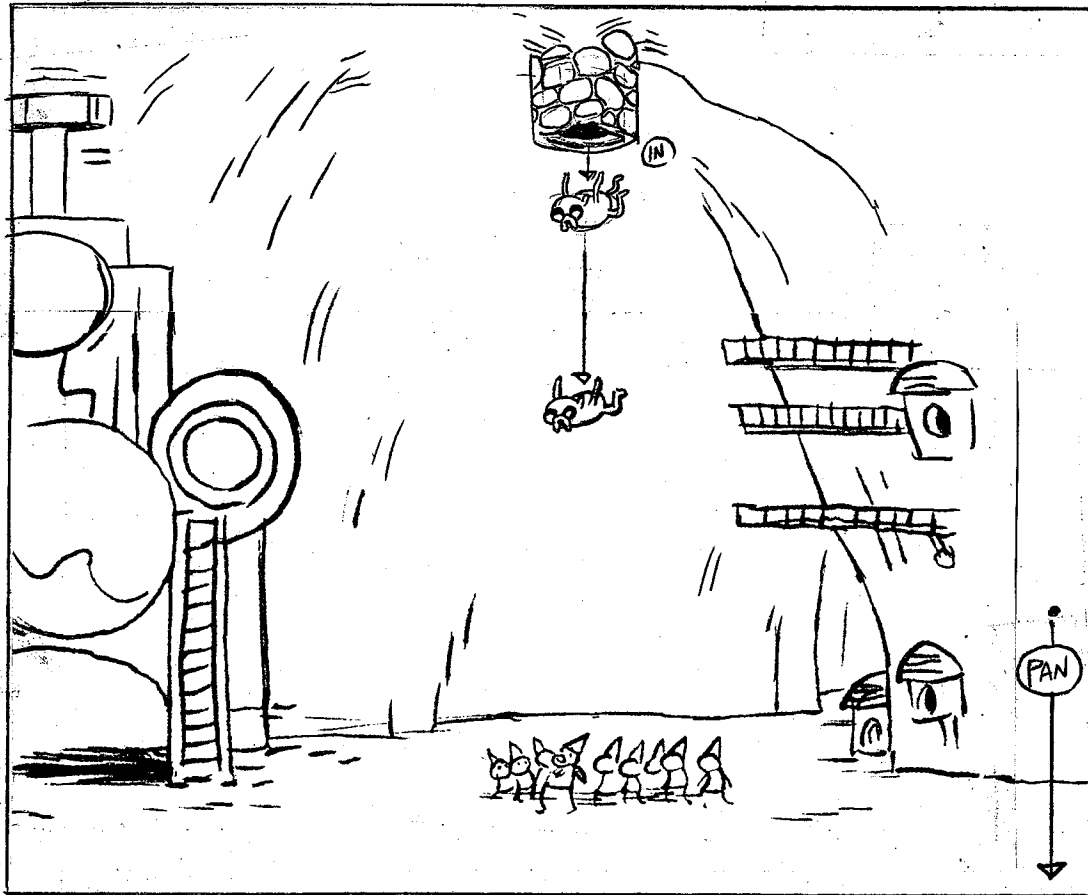
Page 248

Sc. 190

Pnl. A

Bg.

day night



PAN W/ JAKE FALLING OUT OF THE BOTTOM OF THE WELL.

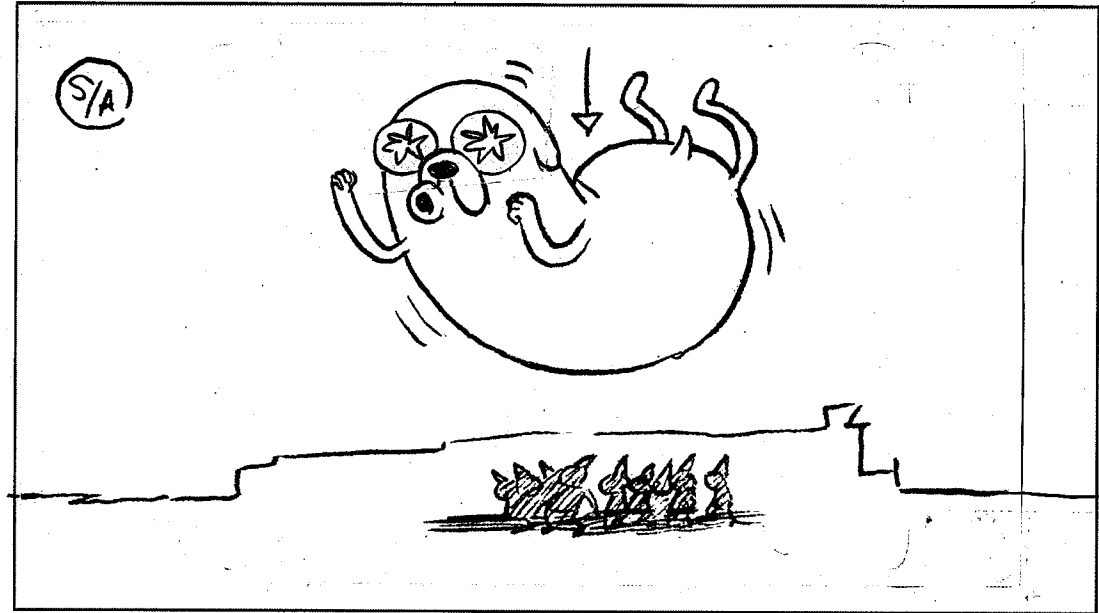
Timing:

Sc. 190

Pnl. B

Bg.

day night



J: Woo - ROARR!!

JAKE GROWS HUGE

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 249

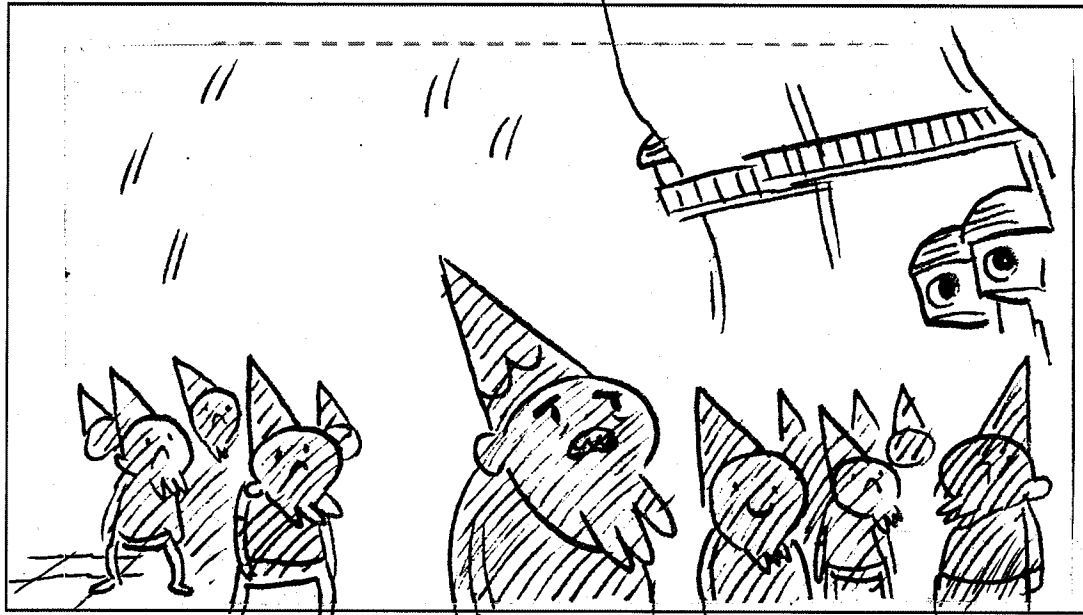
Sc. 191

Pnl. A

Bg.

R/T SC. 188

day night

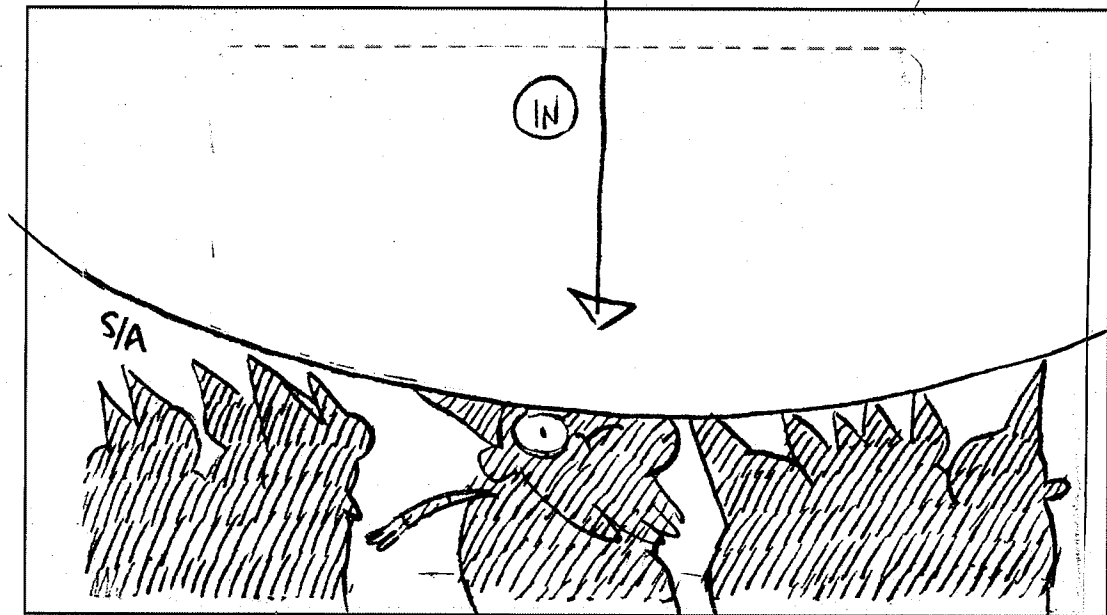


Sc. 191

Pnl. B

Bg.

day night



Dialog:

G: THUS ENDS OUR

NOBLE EXPERIMENT

Action:

GNOMES ARE ENVELOPED BY SHADOW

JAKE'S BELLY STARTS SMOOSHING THE GNOMES.

Timing:

EPISODE #

Production :

100233



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# ADVENTURE TIME



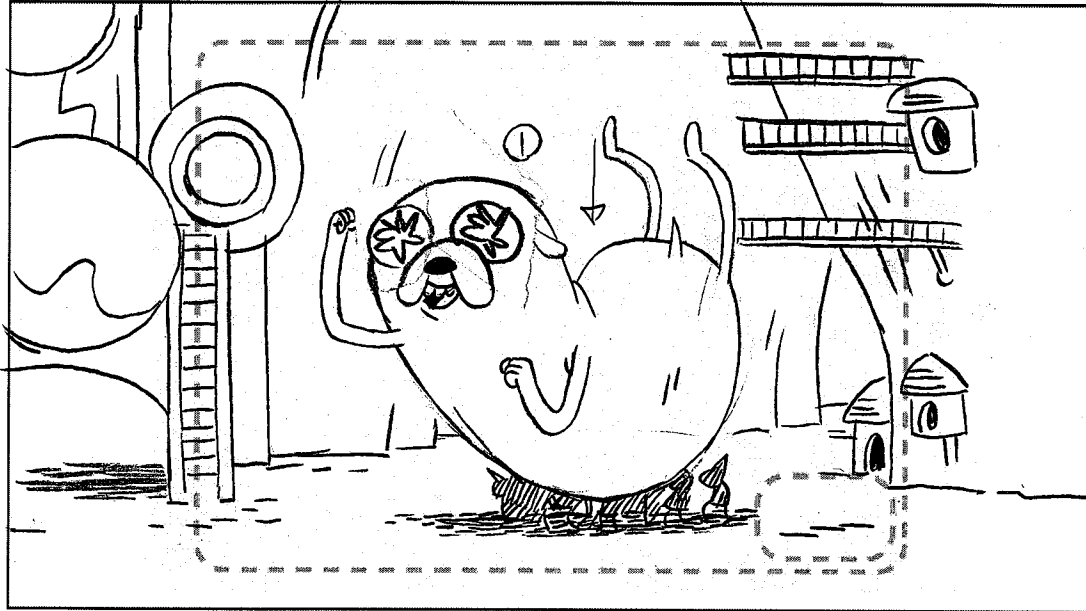
Page 250

Sc. 192

Pnl. A

Bg. RIT Sc. 190

day night

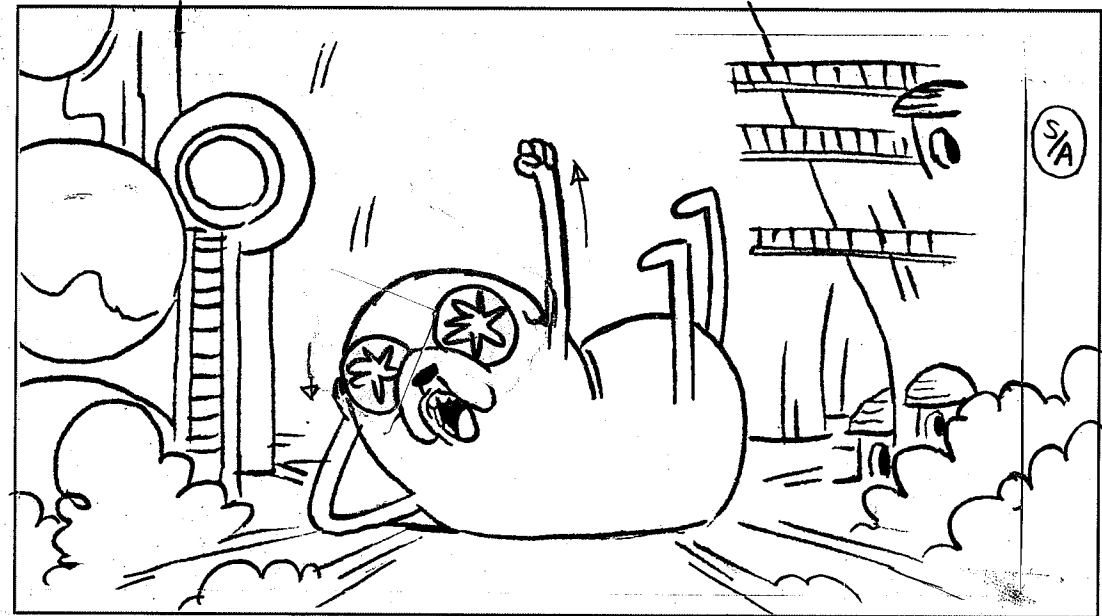


Sc. 192

Pnl. B

Bg.

day night

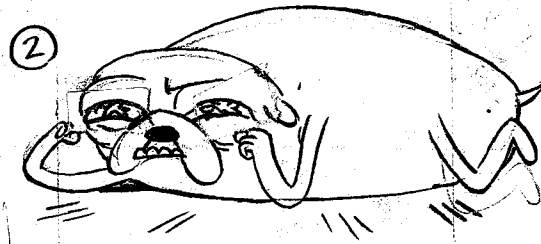


Dialog:

J: PARTAAAH!!

SFX: SQUISH!

Action:



JAKE SMASHES GNOMES, RAISING A CLOUD OF DUST. T

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



Sc. 192

Pnl. C

Bg.

day night

Sc. 192

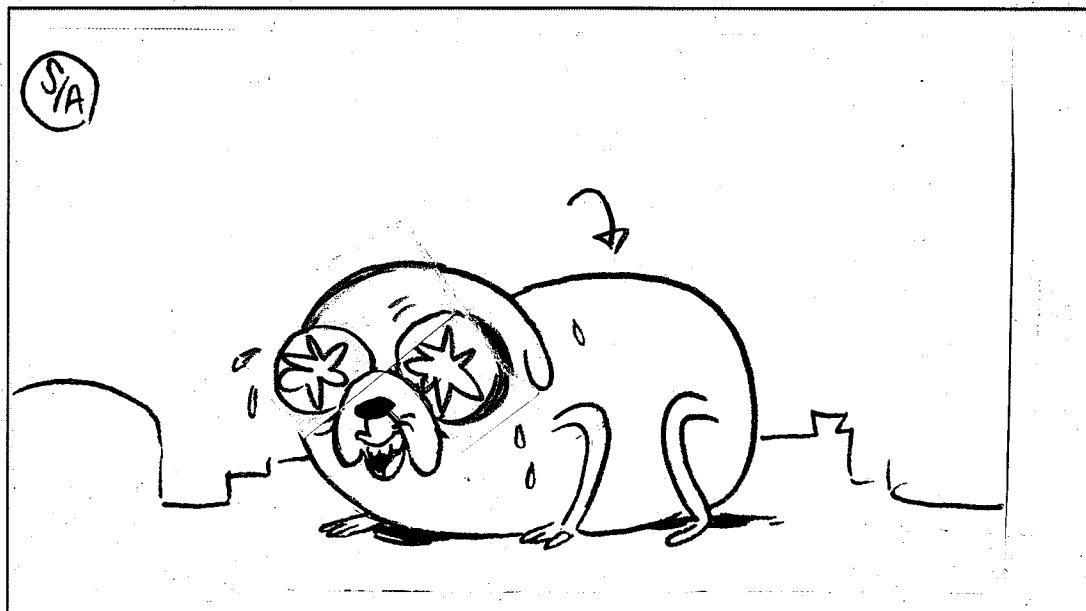
Pnl. D

Bg.

day night

RIT

Page 251



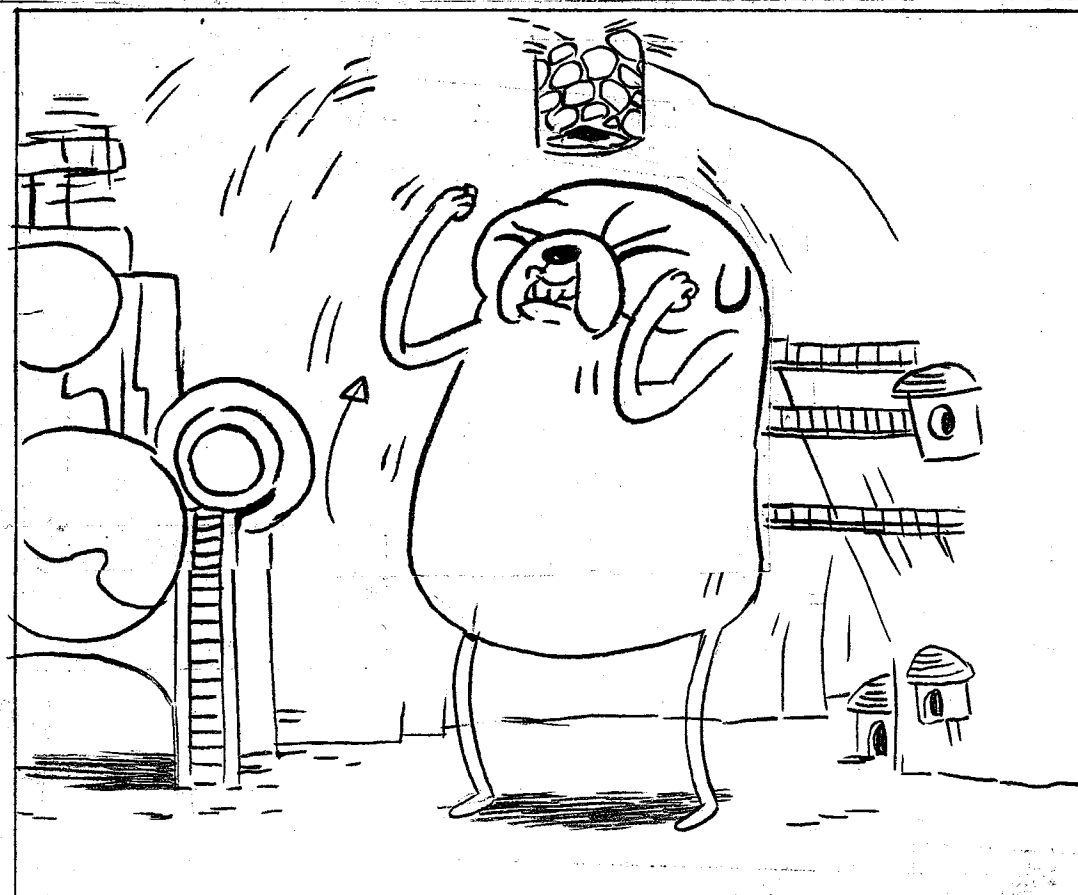
Dialog:

J: STEP BACK, EVERYBODY

J: I'm GONNA  
SHAKE IT!

Action:

Timing:



JAKE RISES TO HIS FEET.  
PAN W/ ACTION

PAN  
W/  
ACTION

Production :

EPISODE #

100233



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# ADVENTURE TIME



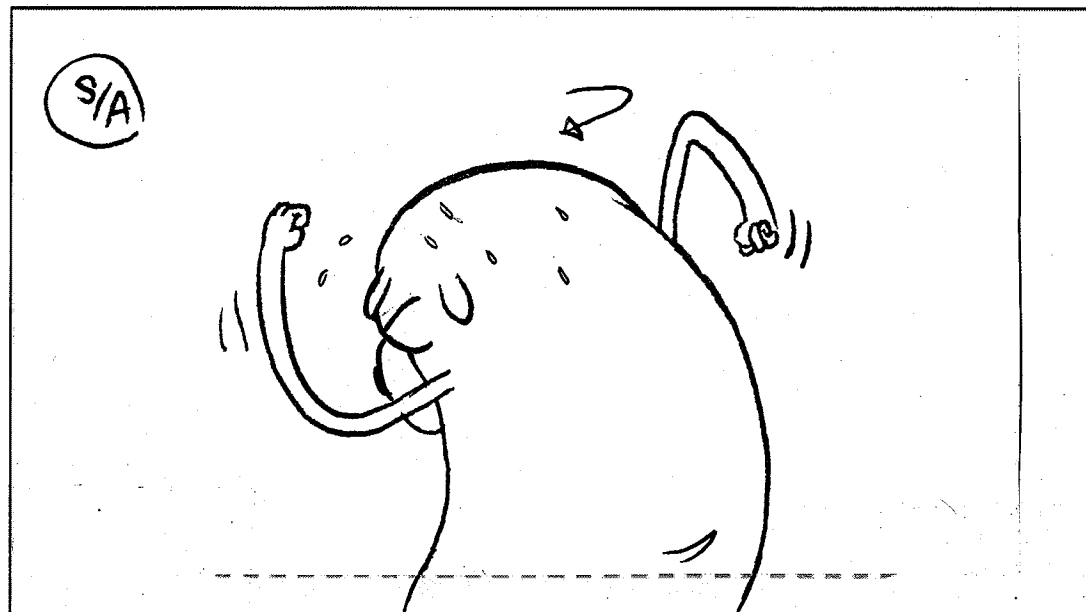
Page 252

Sc. 192

Pnl. E

Bg.

day night

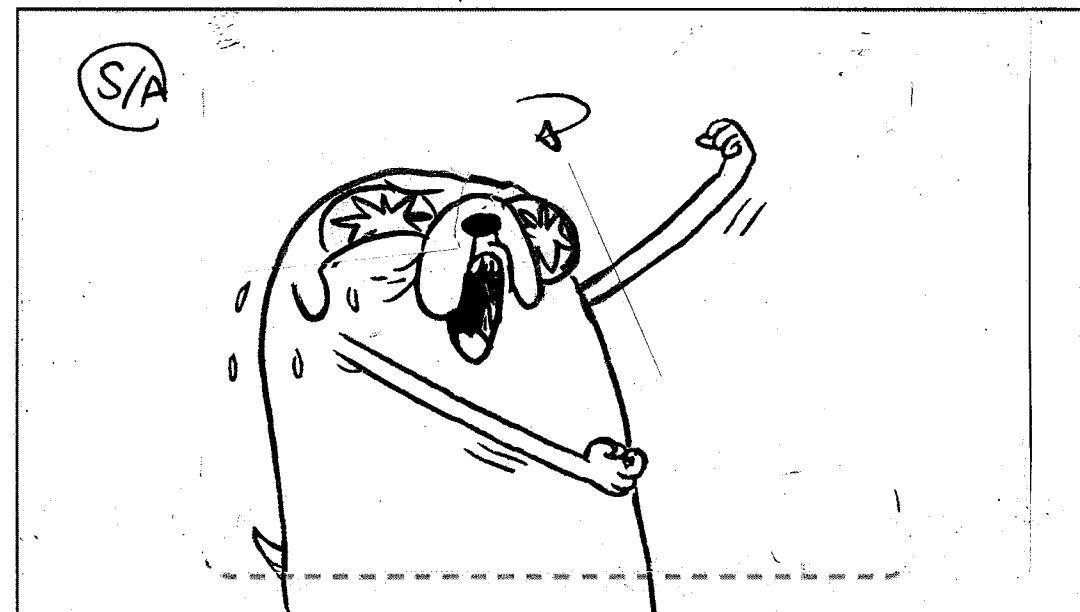


Sc. 192

Pnl. F

Bg.

day night



Dialog:

J: UGH! UGH!

J: YOU FEELIN' THIS?!

Action:

Timing:

100233

EPISODE #

Production :



# ADVENTURE TIME



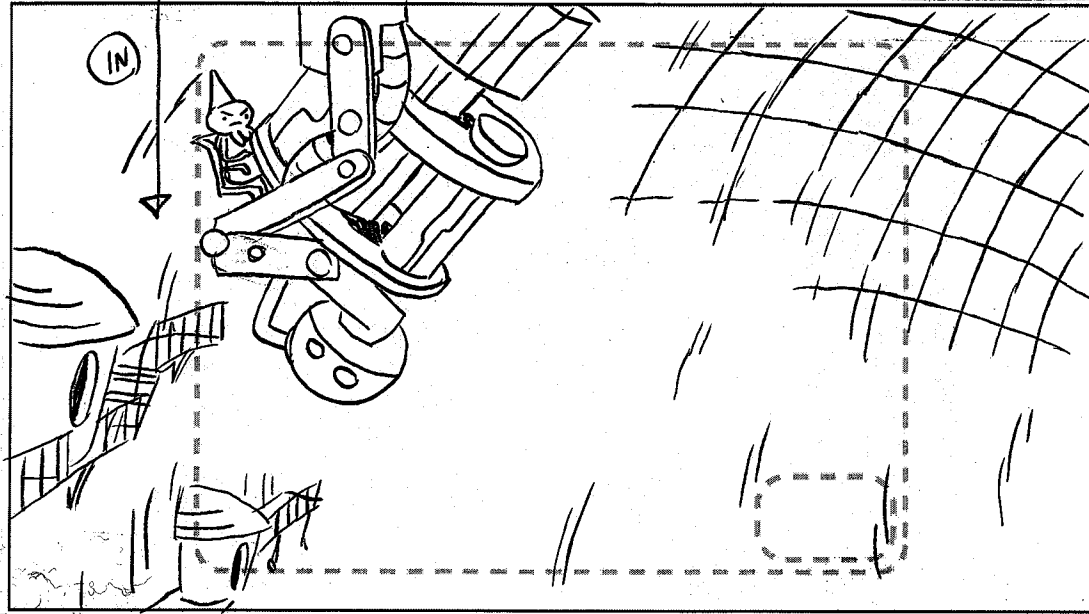
Page 253

Sc. 193

Pnl. A

Bg.

day night

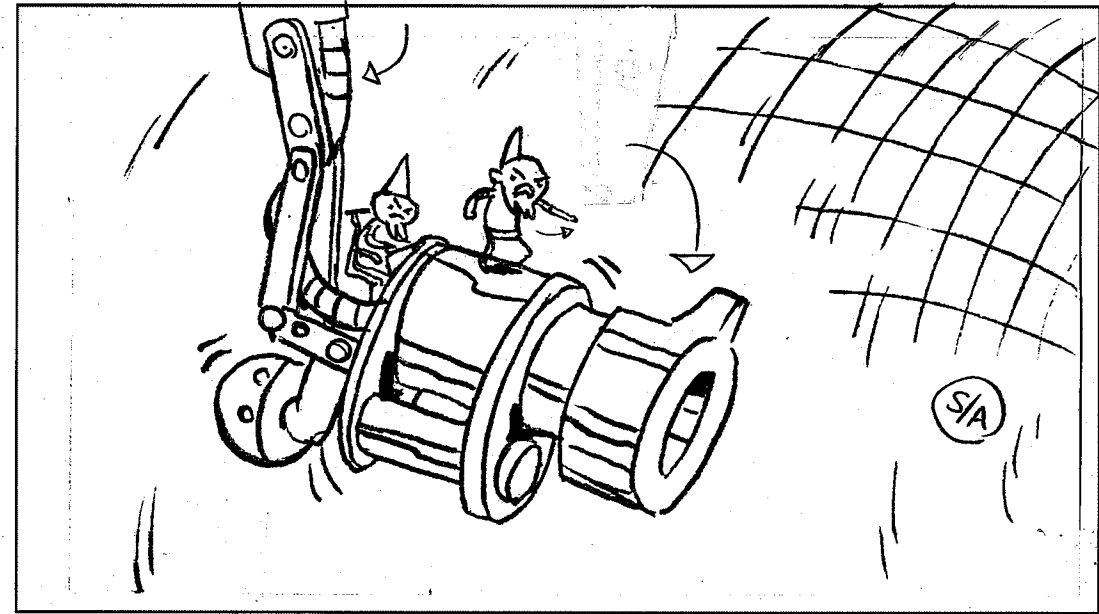


Sc. 193

Pnl. B

Bg.

day night



Dialog:

G: FIRE THE SHOOTY-GUN-RAX

SFX: CHK-CHKK!

SFX: VRRRRRRNNN

Action:

GIANT GUN ASSEMBLY LOWERS FROM ABOVE.

GIANT GUN UNFOLDS AND BEGINS CHARGING.

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



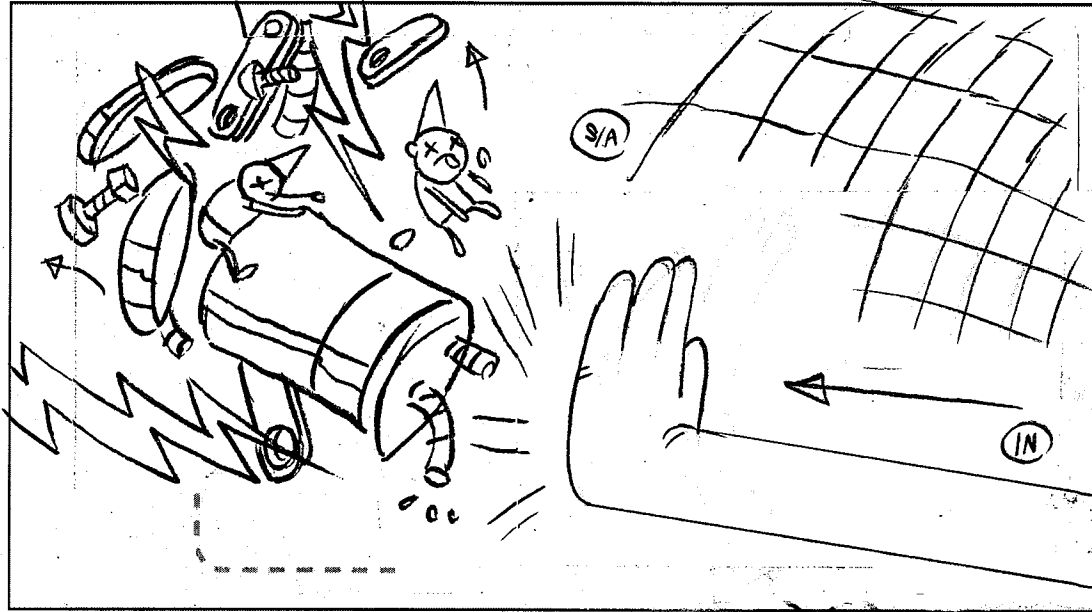
R/T Sc. 86 Page 254

Sc. 193

Pnl. C

Bg.

day night

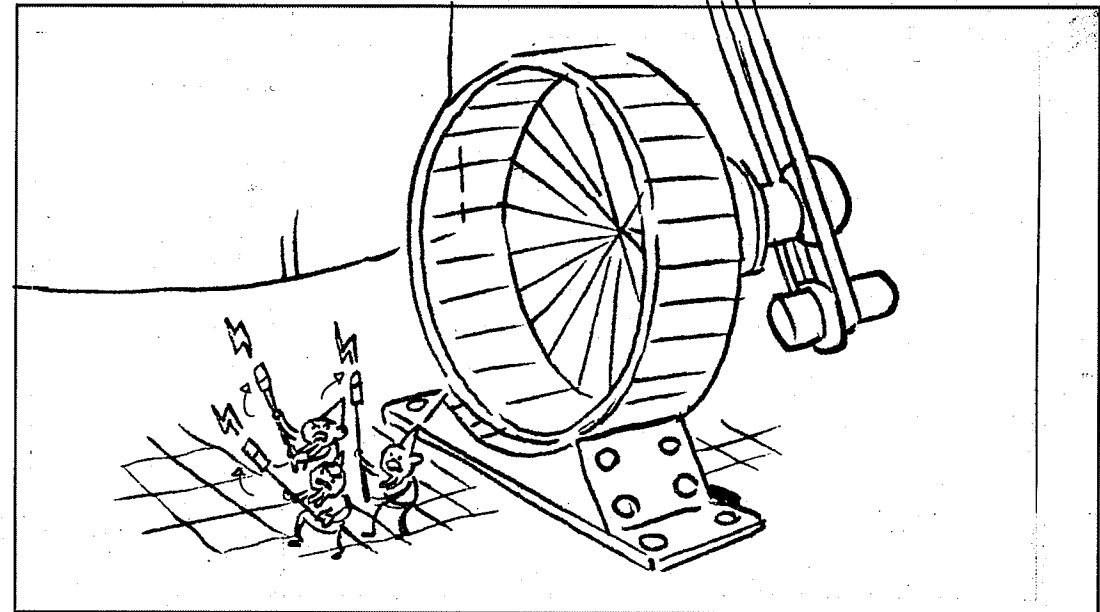


Sc. 194

Pnl. A

Bg.

day night



Dialog:

J: (O/S) HIGH-FIVE!!!

SFX: SHRUNK!!!

GNOMES: FREEZE!

Action:

JAKE SMASHES THE GUN TO PIECES.

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



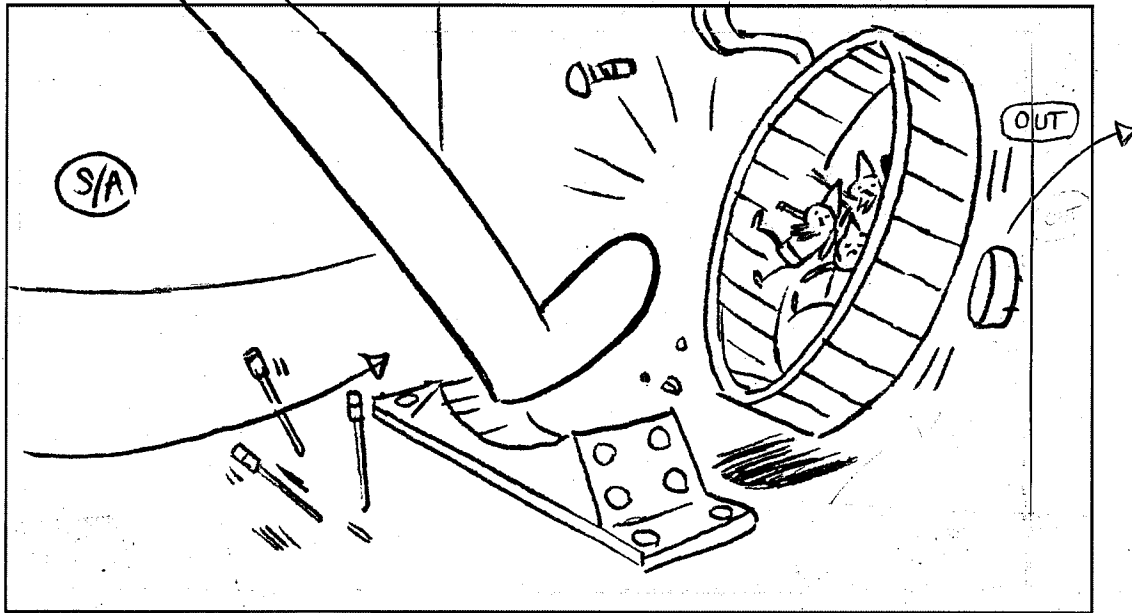
R/T SC. 126 Page 255

Sc. 194

Pnl. B

Bg.

day night

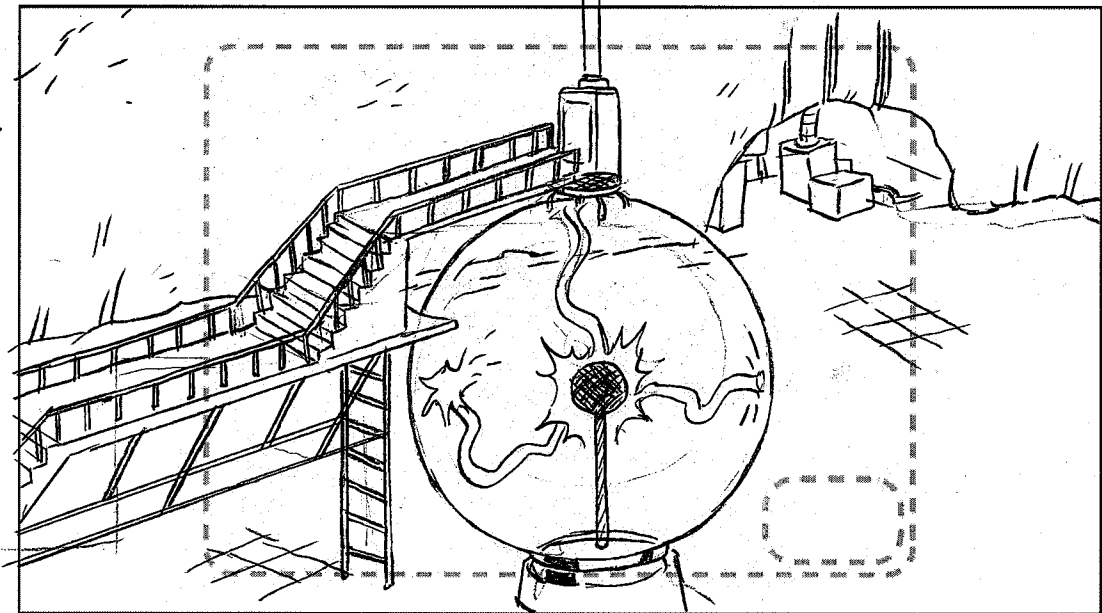


Sc. 195

Pnl. A

Bg.

day night



Dialog:

J: LET'S KICK IT!

SFX: WHAM!

SFX: ZZZT. ZZZT.

Action:

JAKE KICKS THE GNOMES INTO THE WHEEL

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



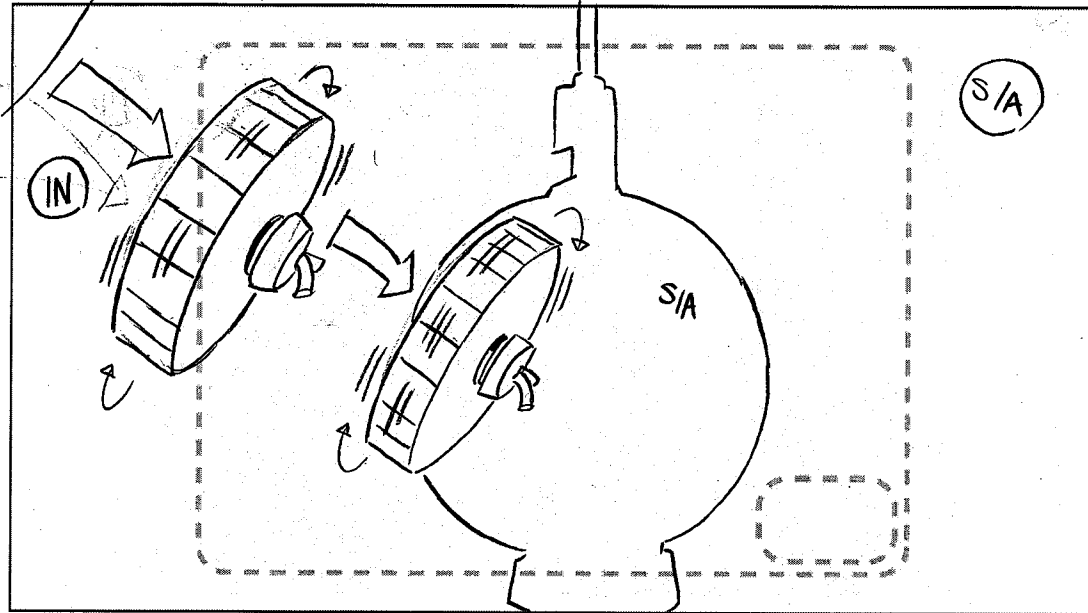
Page 256

Sc. 195

Pnl. B

Bg.

day night

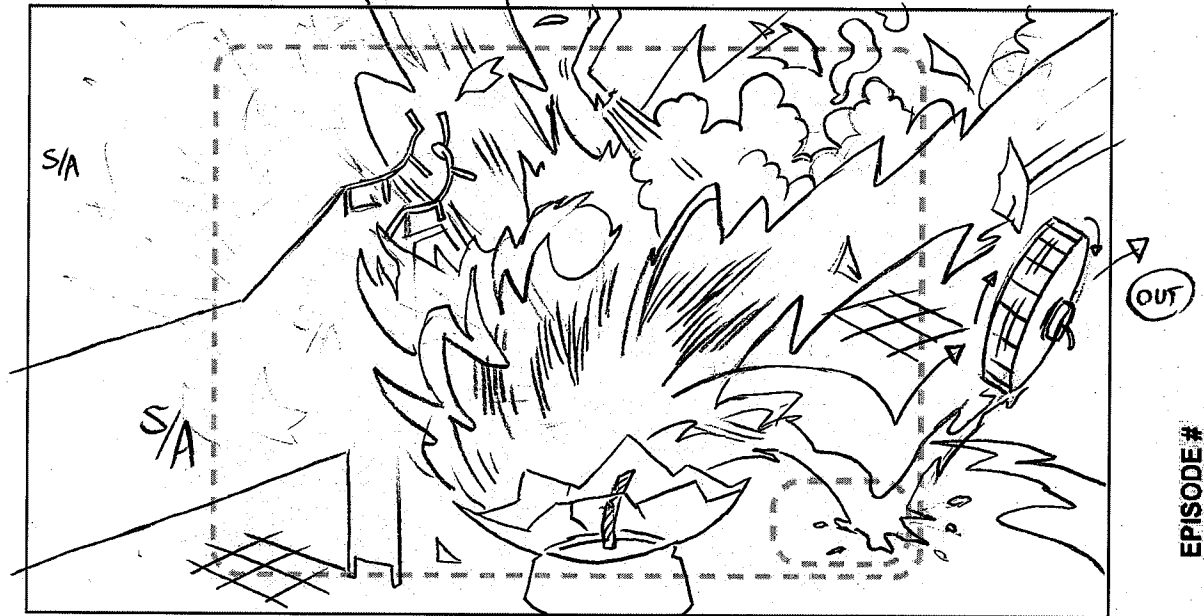


Sc. 195

Pnl. C

Bg.

day night

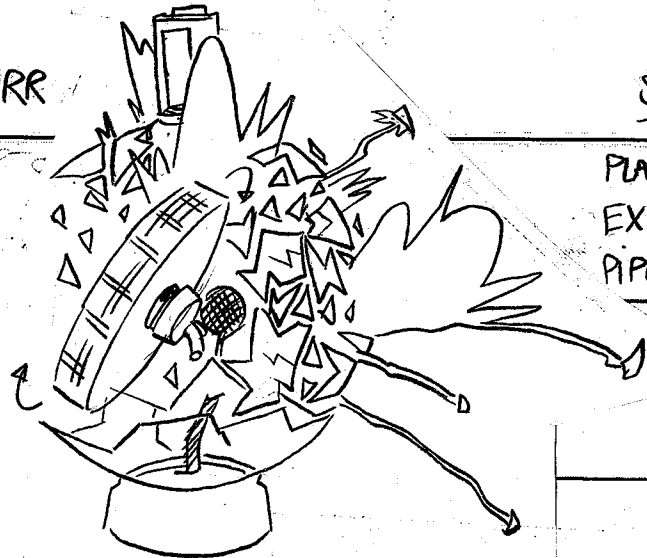


Dialog:

SFX: WHRR-WHRR-WHRR

Action: SPINNING WHEEL FLIES  
TOWARDS PLASMA GLOBE

Timing:



SFX: \*SKREESH!! -POOM!!!\*

PLASMA GLOBE IS DESTROYED BY SPINNING WHEEL.  
EXPLOSION OF PLASMA FIRE.  
PIPE LEADING TO CELL BREAKS, SHOOT OUT STEAM.

EPISODE #

100233

Production :



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# ADVENTURE TIME



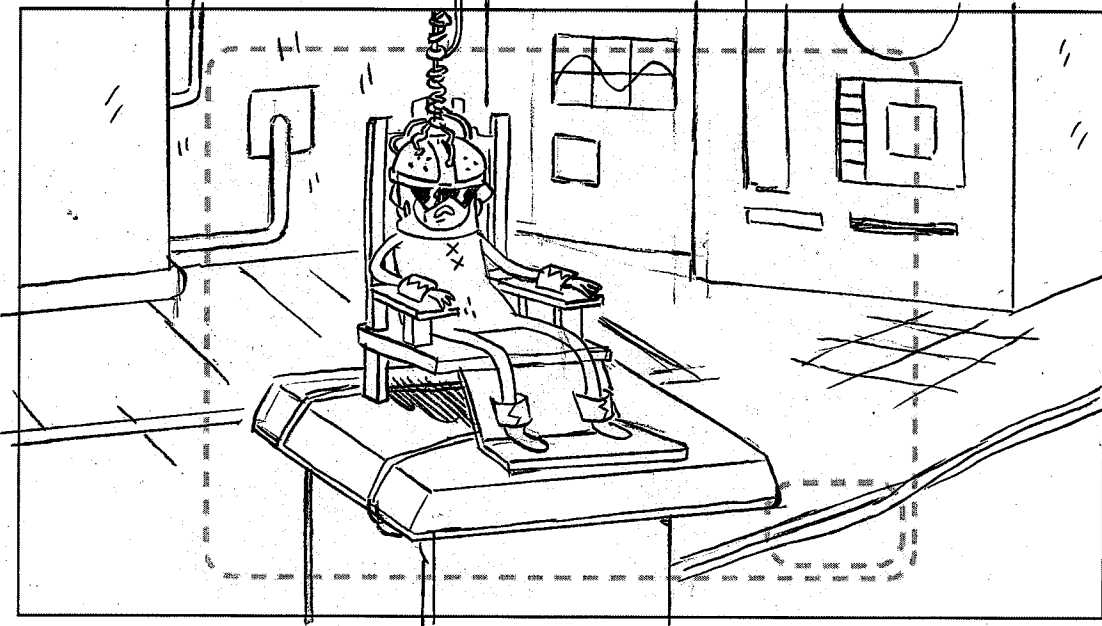
Page 257

Sc. 196

Pnl. A

Bg.

R/T Sc. 135 F/C day night

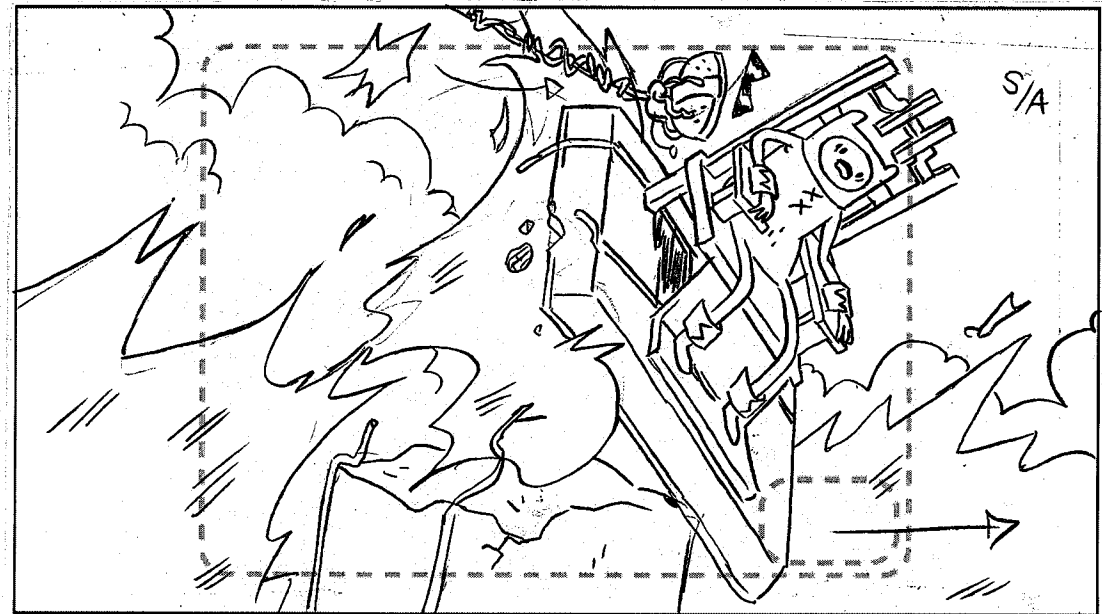


Sc. 196

Pnl. B

Bg.

day night



Dialog:

F: HUH?

Action:

BLAST TOPPLES THE CHAIR OVER

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



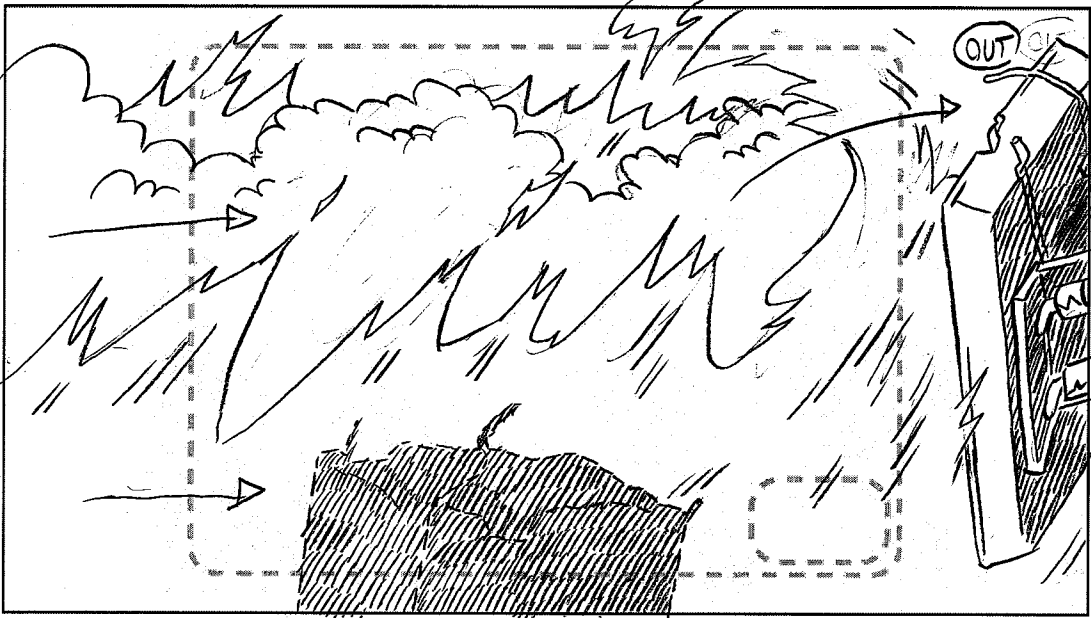
R/T sc. 75 Page 258

Sc. 196

Pnl. C

Bg.

day night

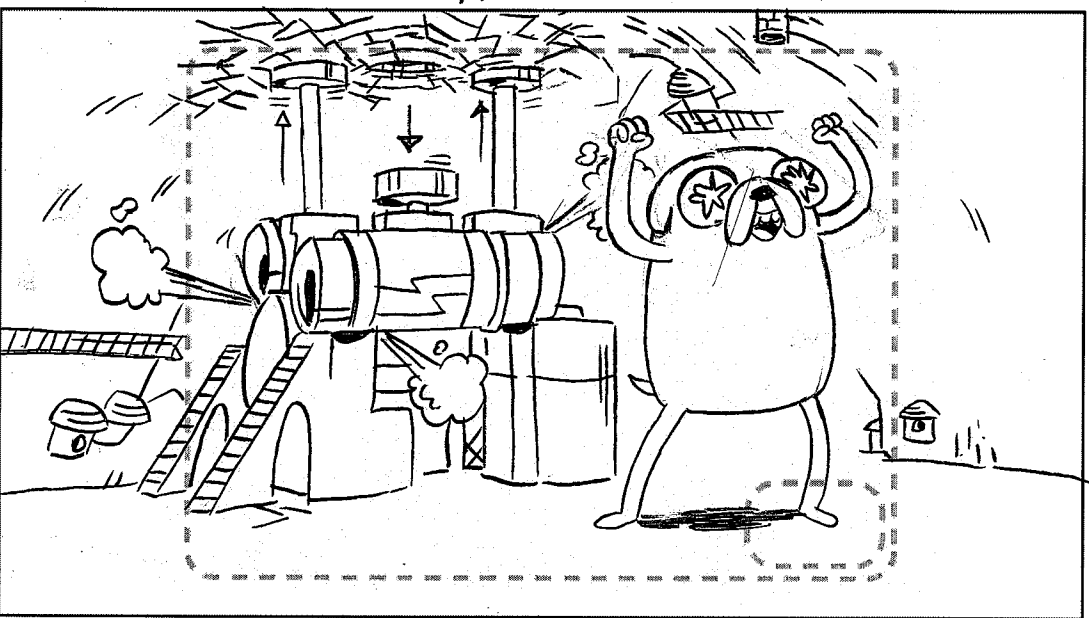


Sc. 197

Pnl. A

Bg.

day night



Dialog:

Action: EXPLOSION PUSHES CHAIR O/S

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



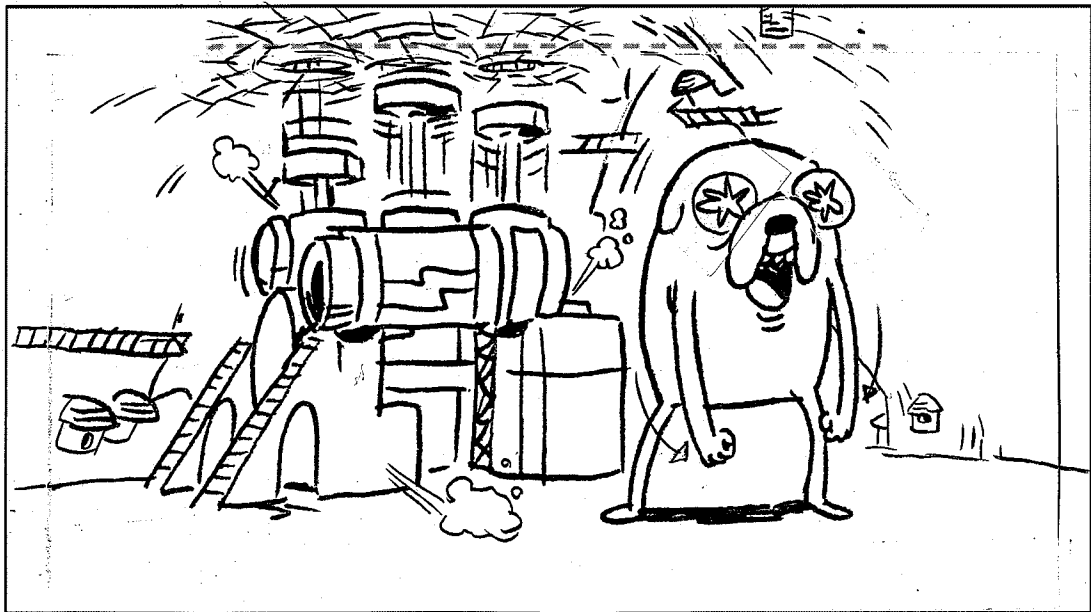
Page 259

Sc. 197

Pnl. <sup>RT</sup> B

Bg.

day night

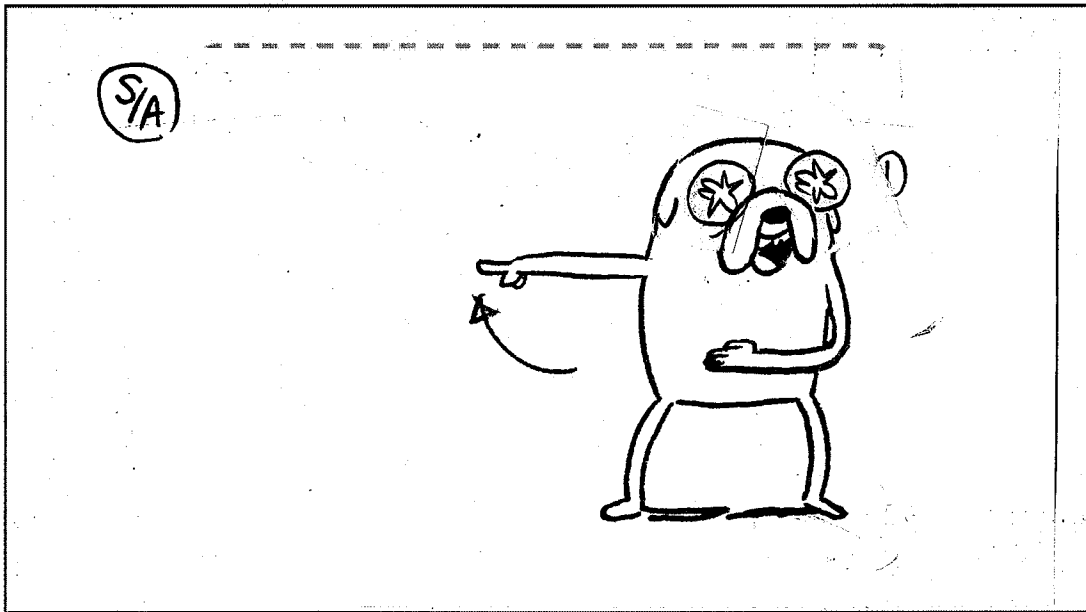


Sc. 197

Pnl. C

Bg.

day night



Dialog:

J: HYAH!

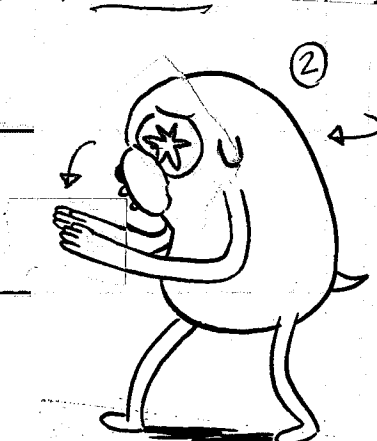
SFX: KOOM! - KOOM! - KOOM!

Action:

OVERDRIVE CONTINUES TO POUND AWAY AT CEILING  
JETS OF STEAM SHOOT OUT OF OVERDRIVE

Timing:

J: I BET I CAN LIFT THIS... THING!



EPISODE #

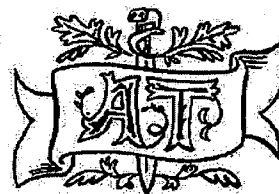
PRODUCTION

100233



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# ADVENTURE TIME



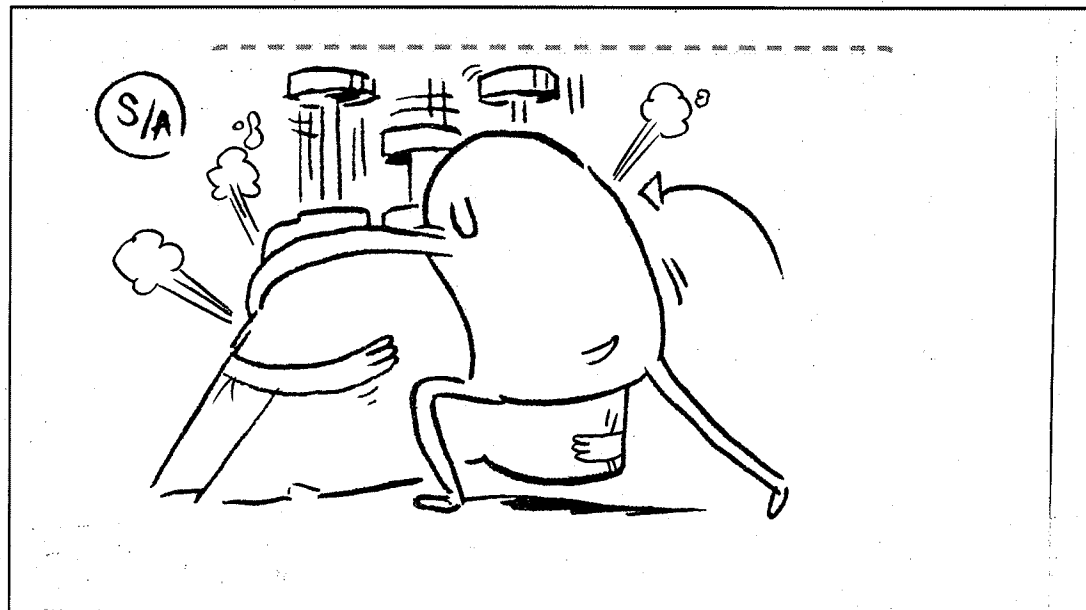
Page 260

Sc. 197

Pnl. D

Bg.

day night

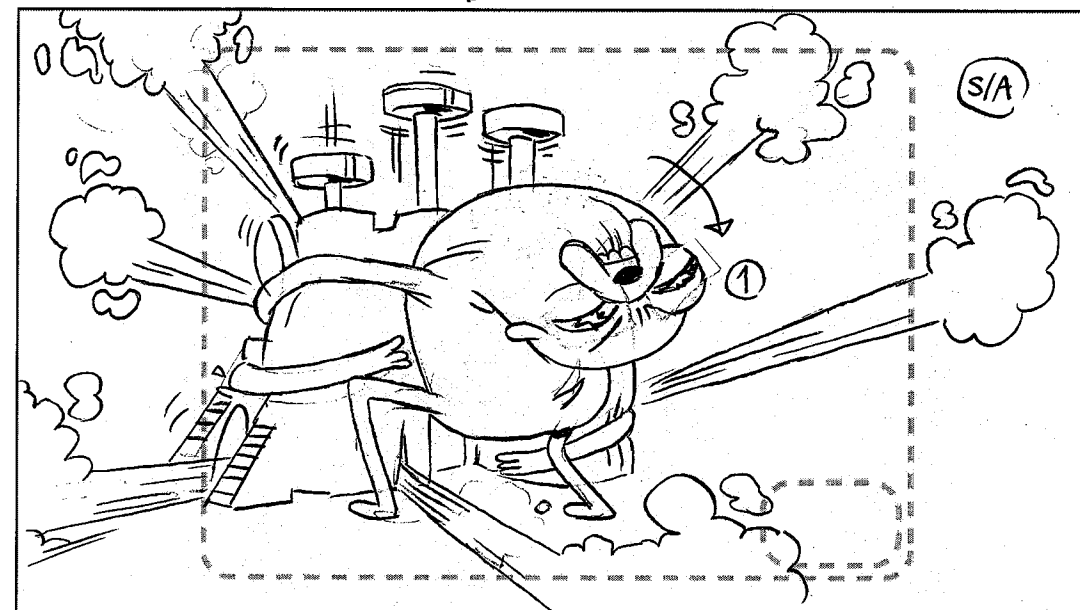


Sc. 197

Pnl. E

Bg.

day night



Dialog:

J: HNNHHH!

J: RRRG HH!! -ROOOAR!

SFX: [MACHINE GROANS/SQUEALS]

Action:

JAKE STRAINS TO MOVE THE OVERDRIVE.

OVERDRIVE SHAKES VIOLENTLY

LARGER JETS OF STEAM SHOOT OUT OF OVERDRIVE.

Timing:



Production :

EPISODE #

100233



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# ADVENTURE TIME



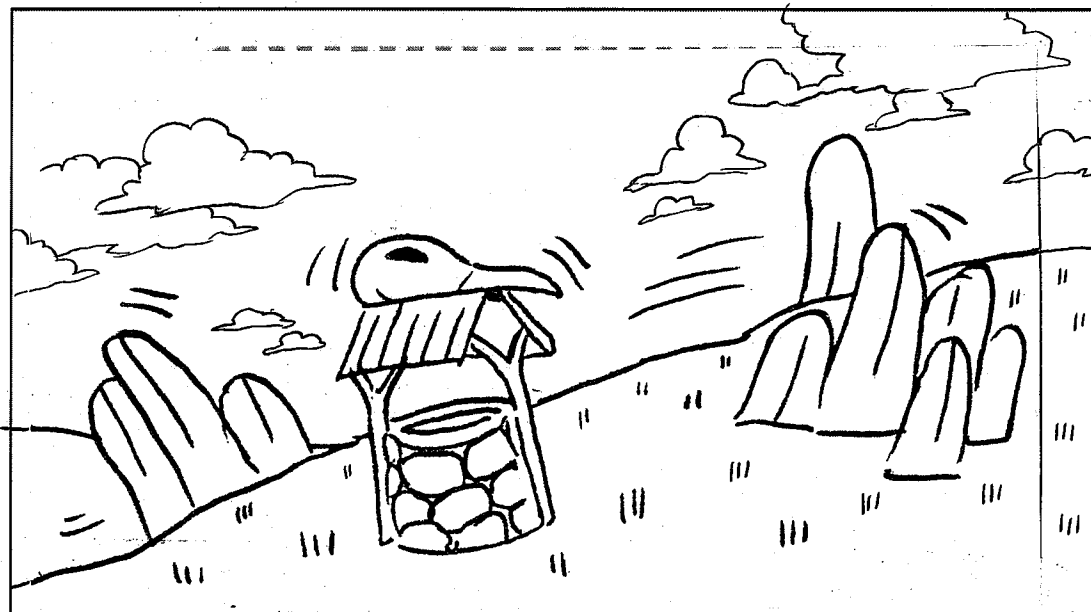
Page 261

Sc. 198

Pnl. A

Bg.

day night

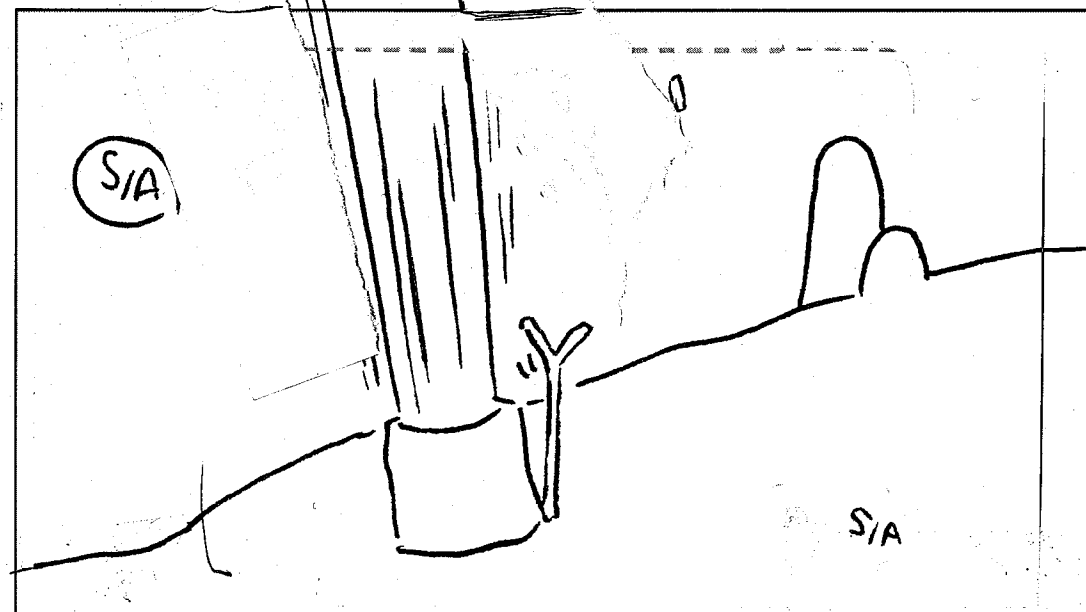


Sc. 198

Pnl. B

Bg.

day night



Dialog:

SFX: \* RUMBLING \* [UNDERGROUND EXPLOSIONS]

SFX: ≡ FWOOOOOSH!! ≡

Action:

GROUND SHAKES VIOLENTLY

JET OF STEAM SHOOTS OUT OF WELL, BLOWS IT APART

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME

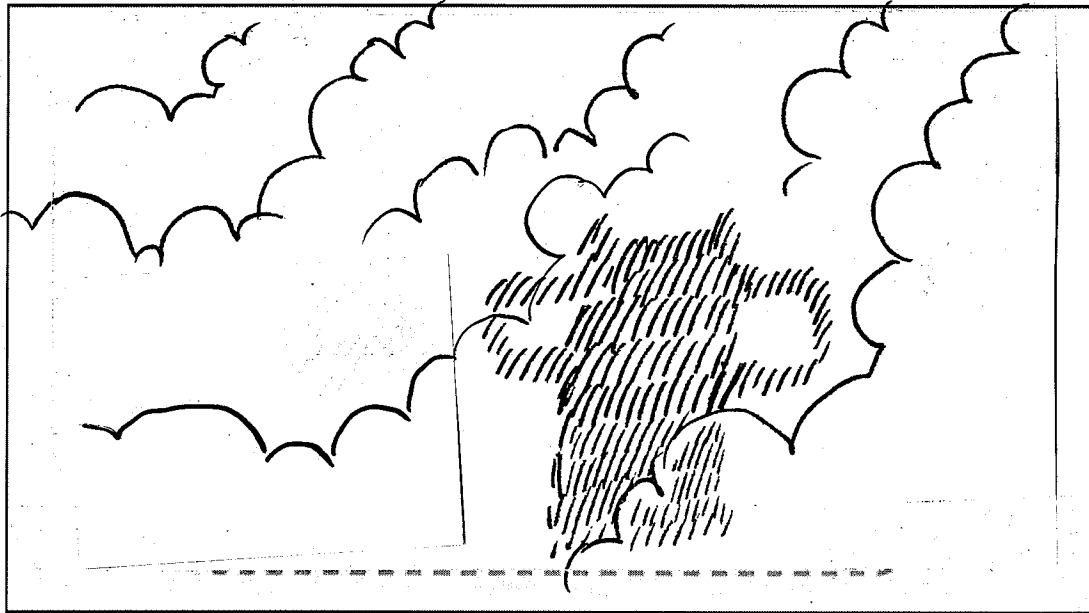


Sc. 199

Pnl. A

Bg.

day night

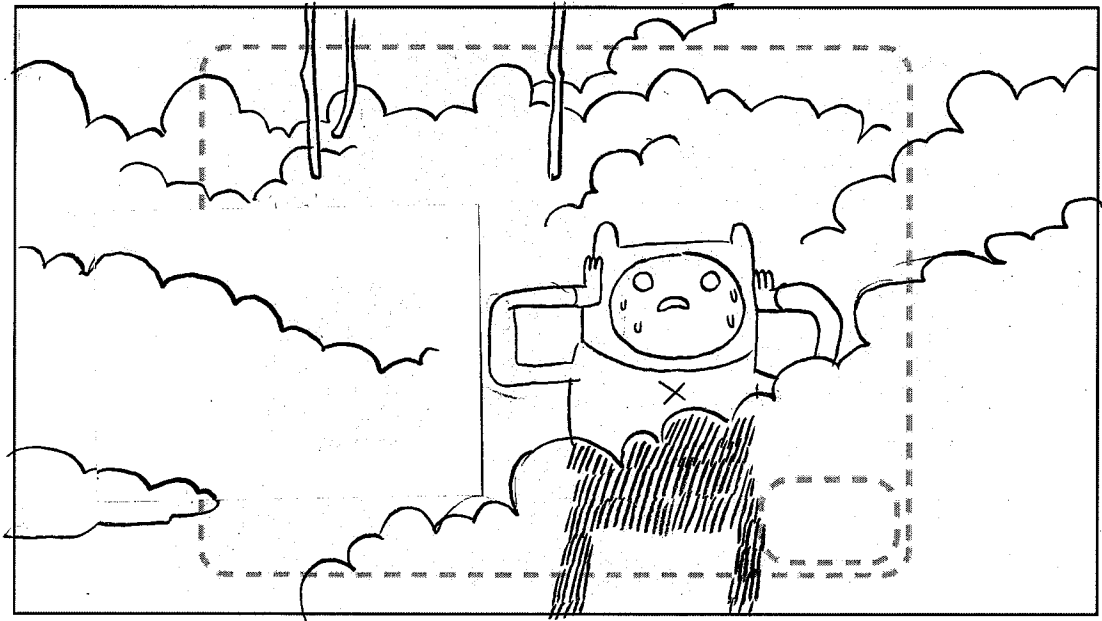


Sc.

Pnl. B

Bg.

day night



Dialog:

JAKE: [PANTING] HUFF! HUFF! HUFF!

Action:

STEAM FILLS THE SCREEN

STEAM BEGINS TO CLEAR.

Timing:

100233

EPISODE #

Production :

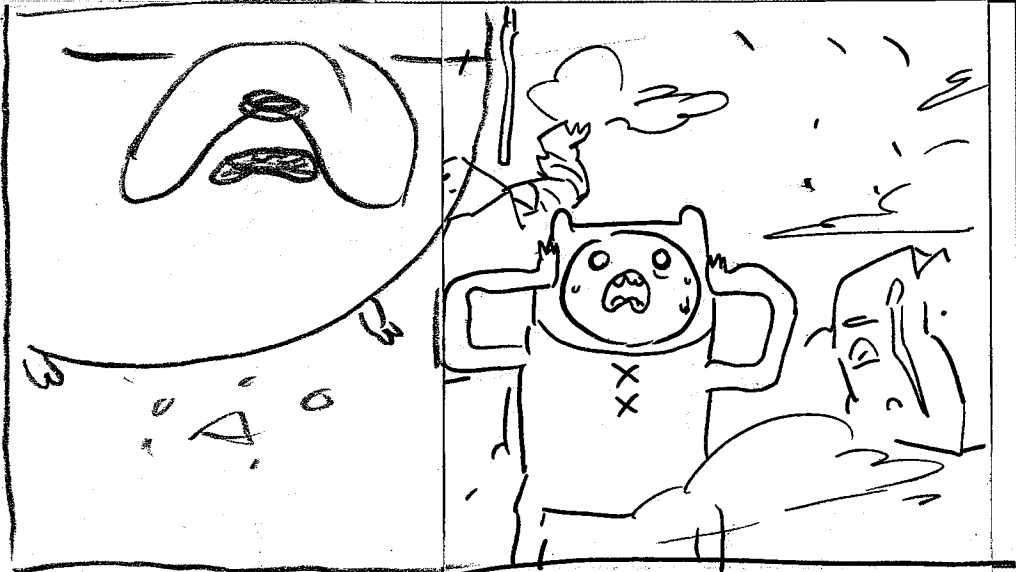


ADVENTURE TIME

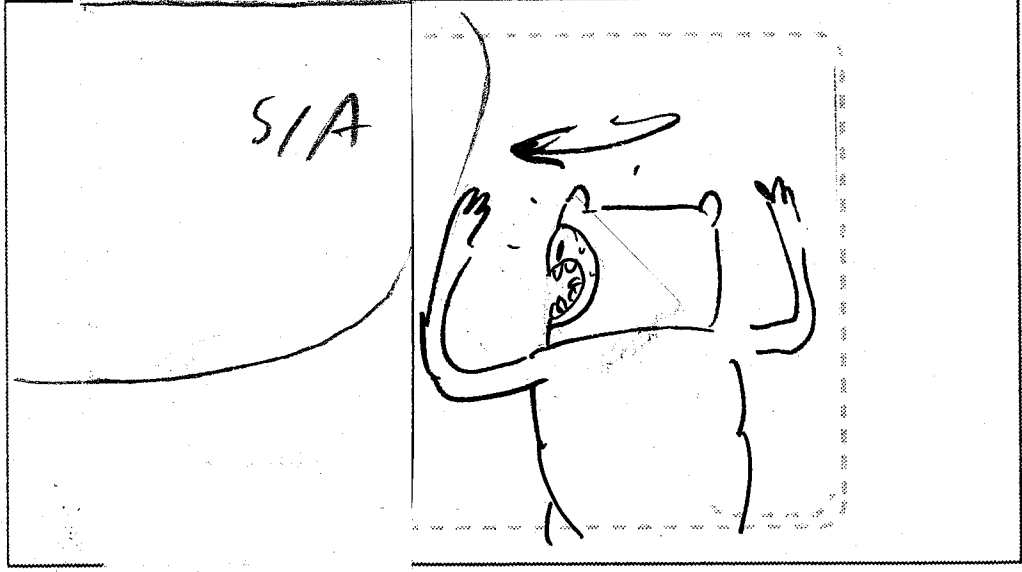


Page 263

Sc. 199 Pnl. C Bg. day night



Sc. 199 Pnl. D Bg. day night



Dialog:

F: huh?!

F)J - JAKE!?

Action:

SMOKE CLEARS TO REVEAL  
JAKE & RUBBLE & FINN FREED  
FROM CONSTRAINTS

Timing:

EPISODE #

100233

Production :



# ADVENTURE TIME



Page 264

Sc. 200

Pnl. A

Bg.

day night

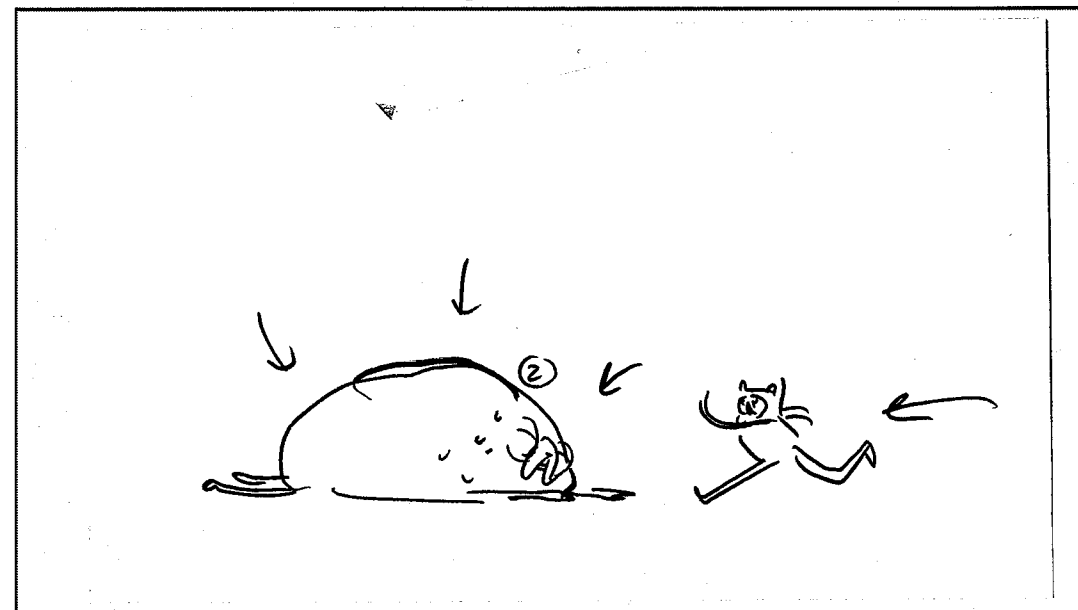


Sc. 200

Pnl. B

Bg.

day night



Dialog:

F) JAKE! YOU DEFEATED THE  
GNOMES!!

Action:

ALTERNATE ①  $\frac{3}{4}$  ② FOR JAKE  
TO GROW  $\frac{3}{4}$  SHRINK W/ HIS HEAVY  
BREATHING.

Timing:

100233

EPISODE #

Production :



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# ADVENTURE TIME



Page 265

Sc. 201

Pnl. A

Bg.

day night

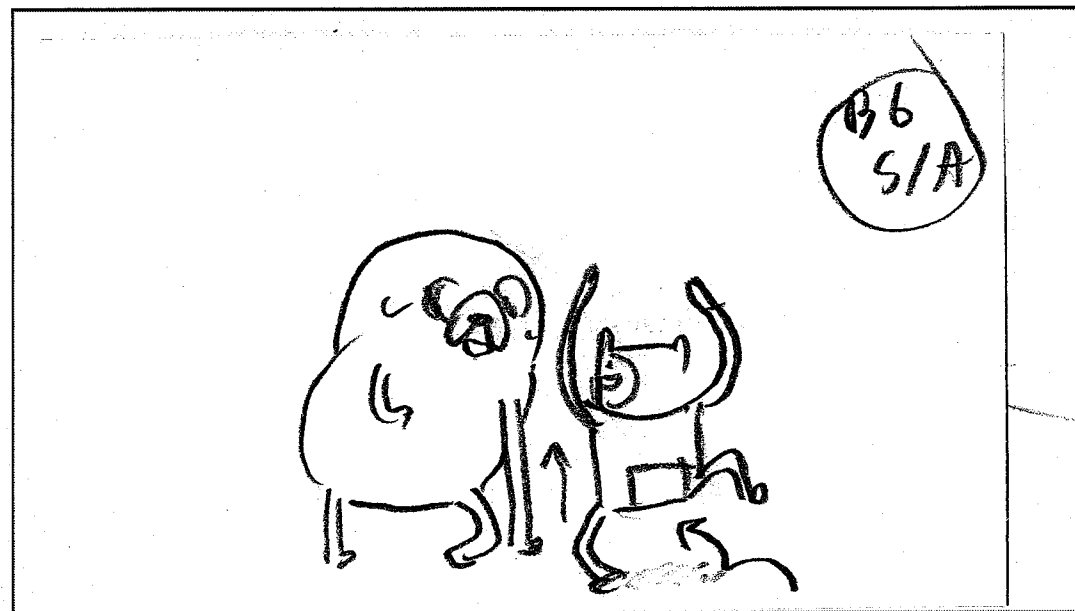


Sc.

Pnl.

Bg.

day night



Dialog:

3) I DID??

Action:

Timing:

(F) YEAH MAN!!!

Production :

EPISODE #

100233

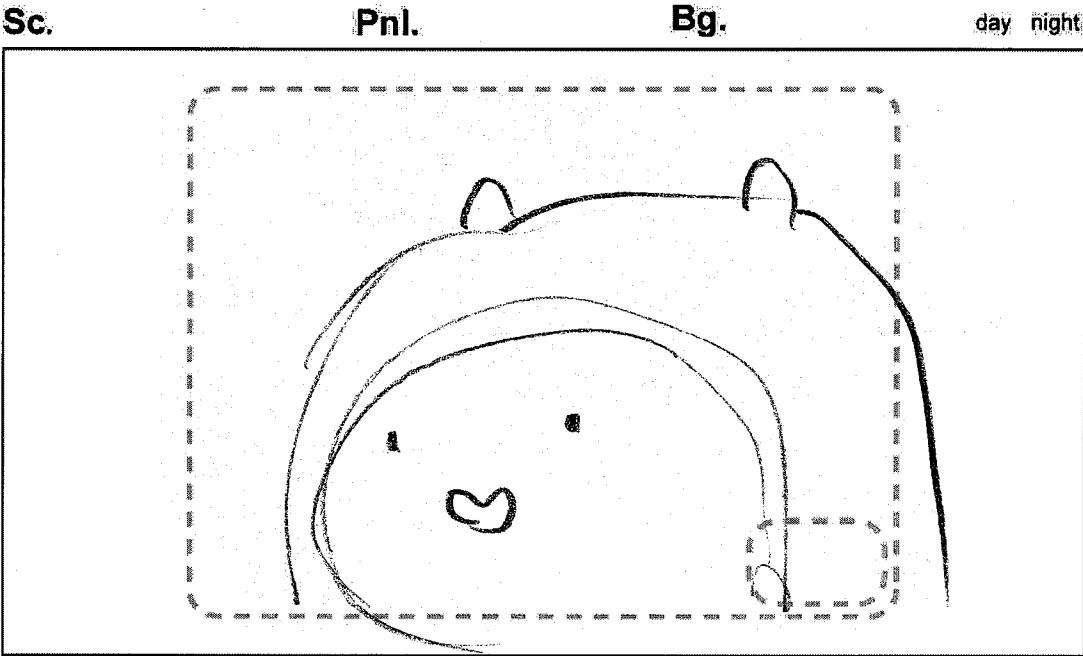
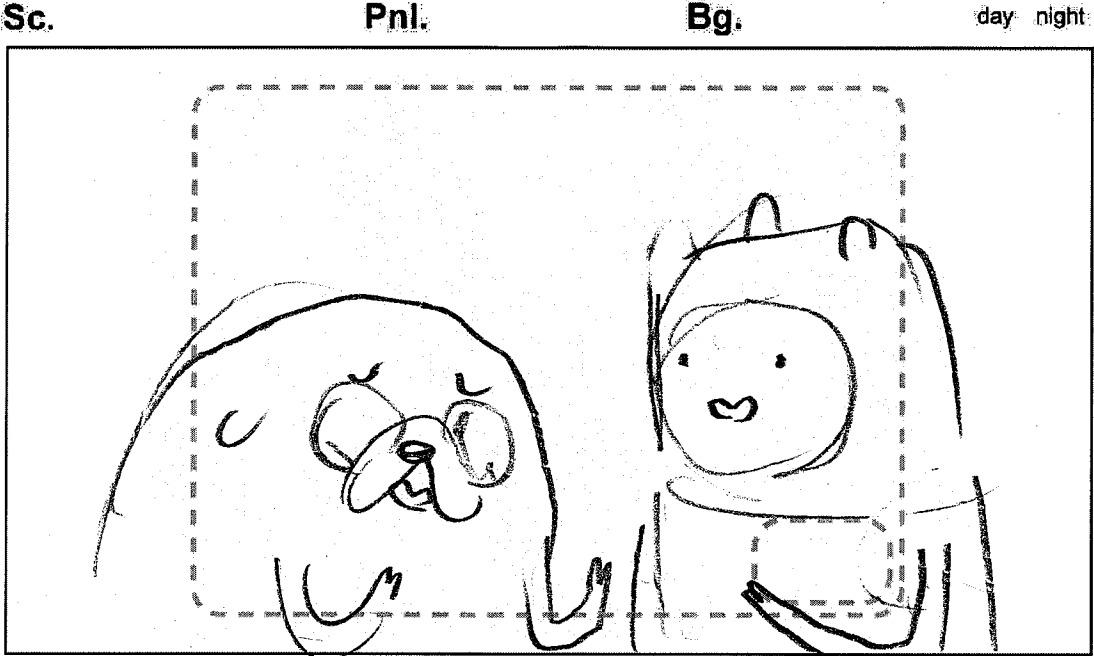


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ADVENTURE TIME



Page 265A



Dialog:	J: and you're okay?	F: Yeah man I'm fine!
Action:		
Timing:		

100233

EPISODE #

Production :



# ADVENTURE TIME



Page 266

Sc. 202

Pnl. A

Bg.

day night

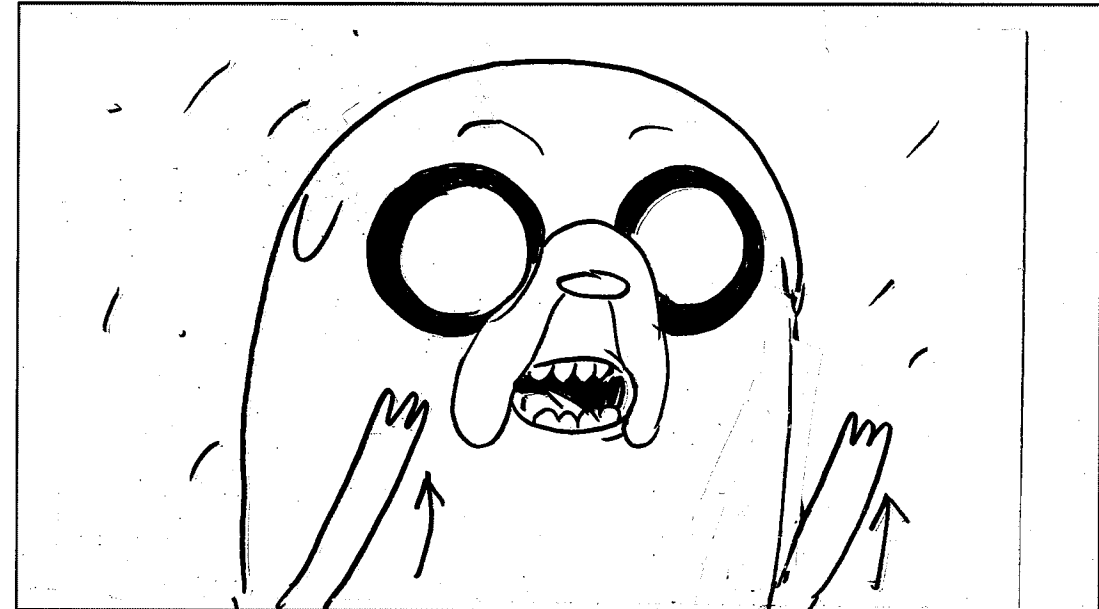


Sc. 202

Pnl. B

Bg.

day night

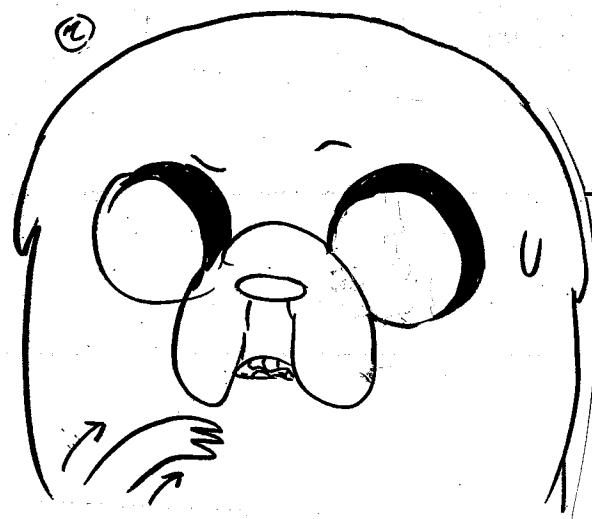


Dialog:

JE HAHHA! Than... I did it!!

Action:

Timing:



I saved you By  
Being an unfocused  
rowdy party dog!

100233

EPISODE #

Production :



# ADVENTURE TIME



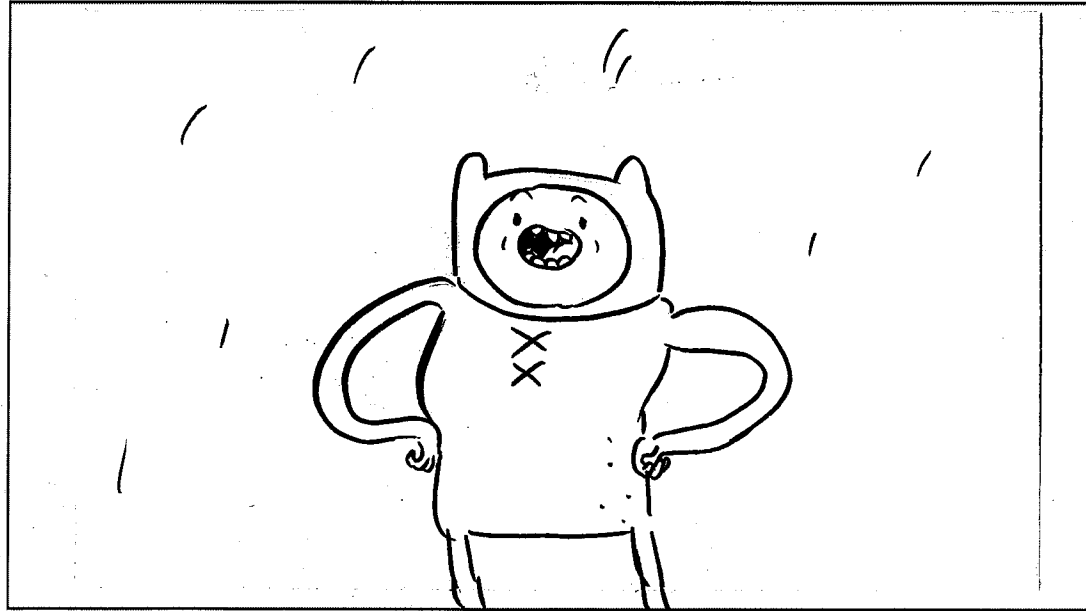
Page 267

Sc. 203

Pnl. A

Bg.

day night

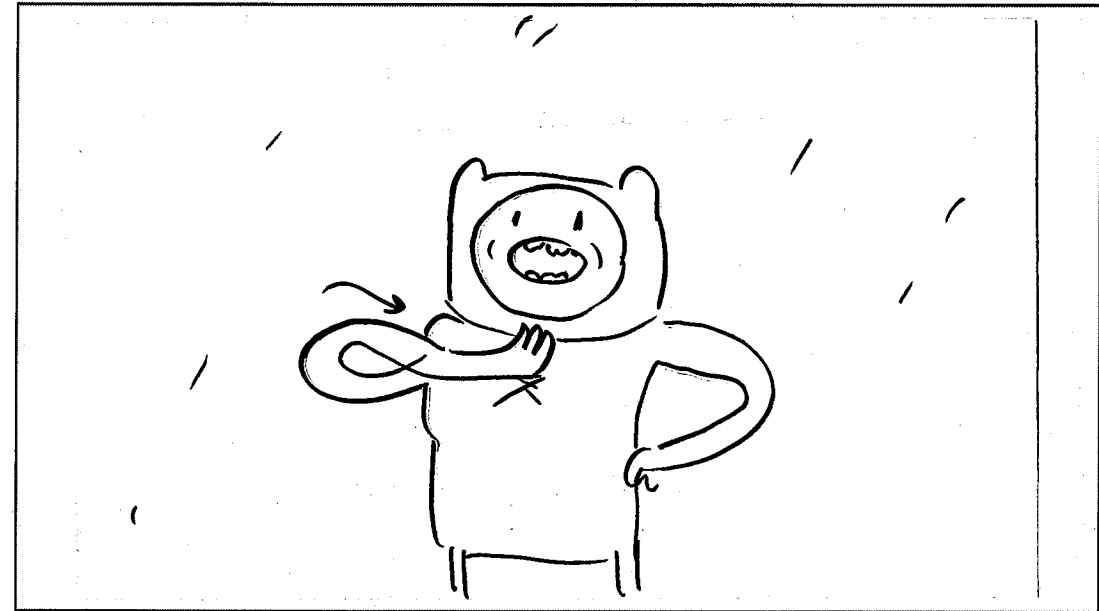


Sc. 203

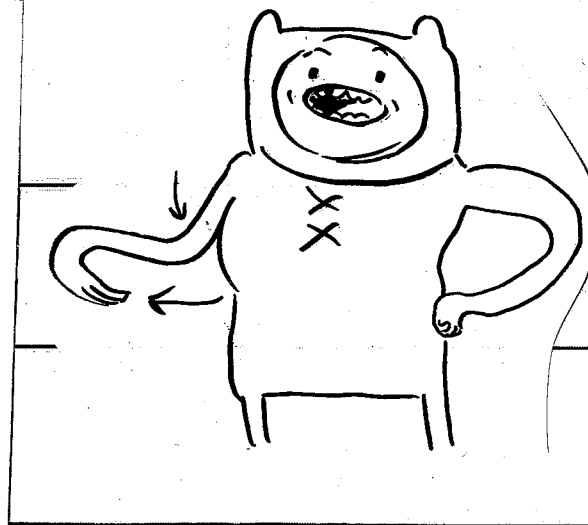
Pnl. B

Bg.

day night



F: HA! YEAH! DOG!



YOU'RE DA BOMB!!

EPISODE #

100233

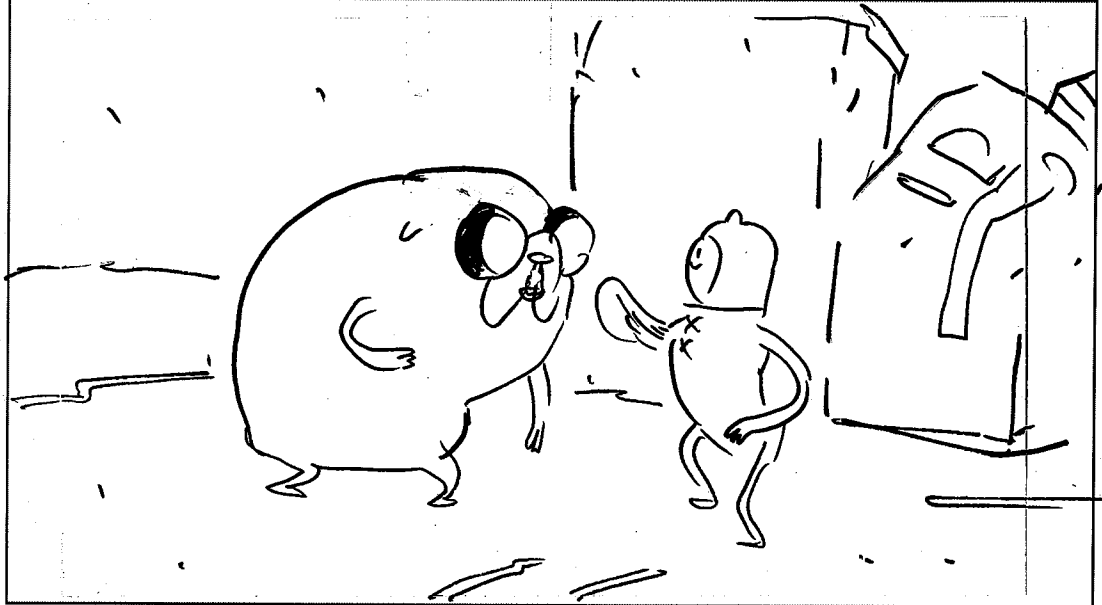


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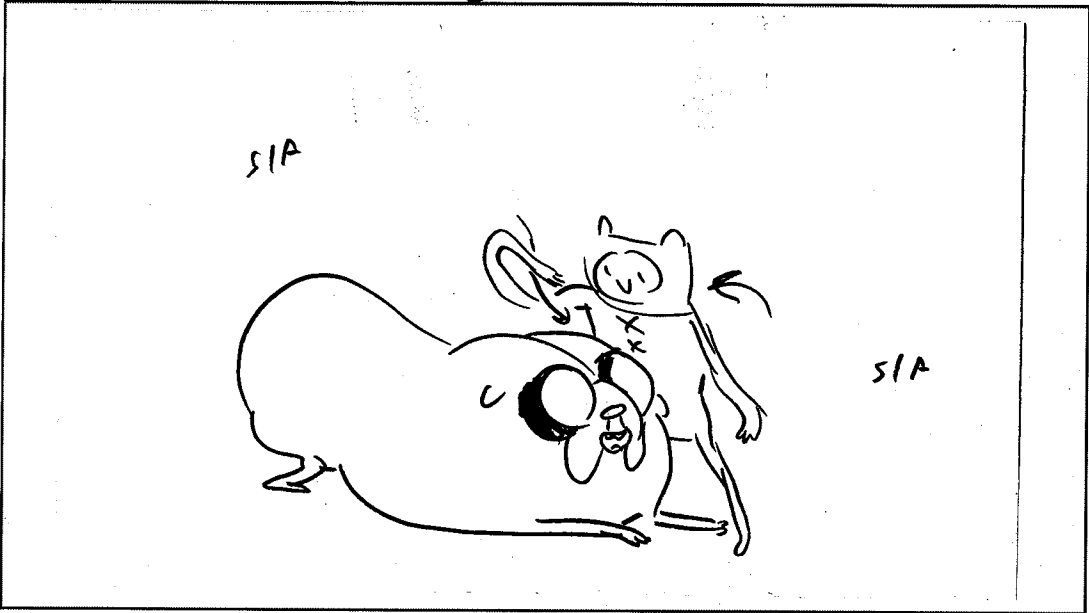
ADVENTURE TIME



Sc. 204 Pnl. A Bg. day night



Sc. 204 Pnl. B Bg. day night



Dialog:
Action:
Timing:

① HAHA. Yesh..

100233  
EPISODE #  
Production :



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# ADVENTURE TIME



Page 269

Sc. 204

Pnl. C

Bg.

day night

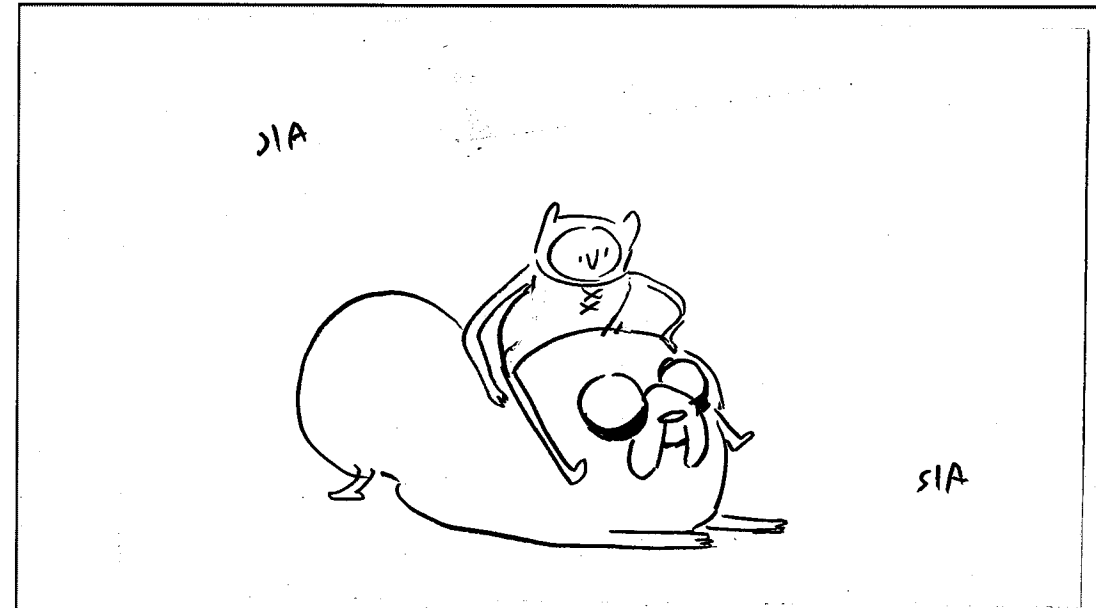


Sc. 204

Pnl. D

Bg.

day night



Dialog:

Action: FINN CLIMBS ON JAKE'S BACK.

Timing:

100233

EPISODE #

Production :



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ADVENTURE TIME



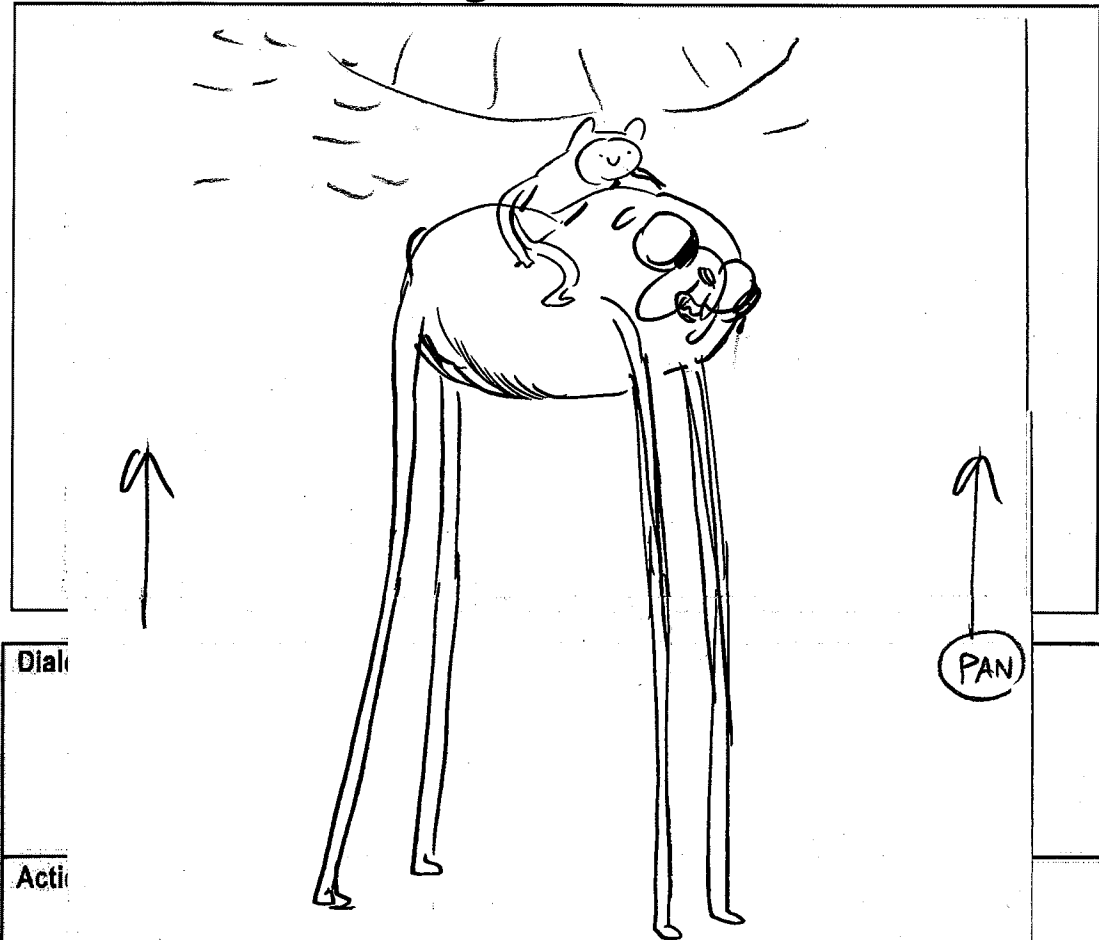
Sc. 204

Pnl. E

Bg.

day night

Sc.



Dial

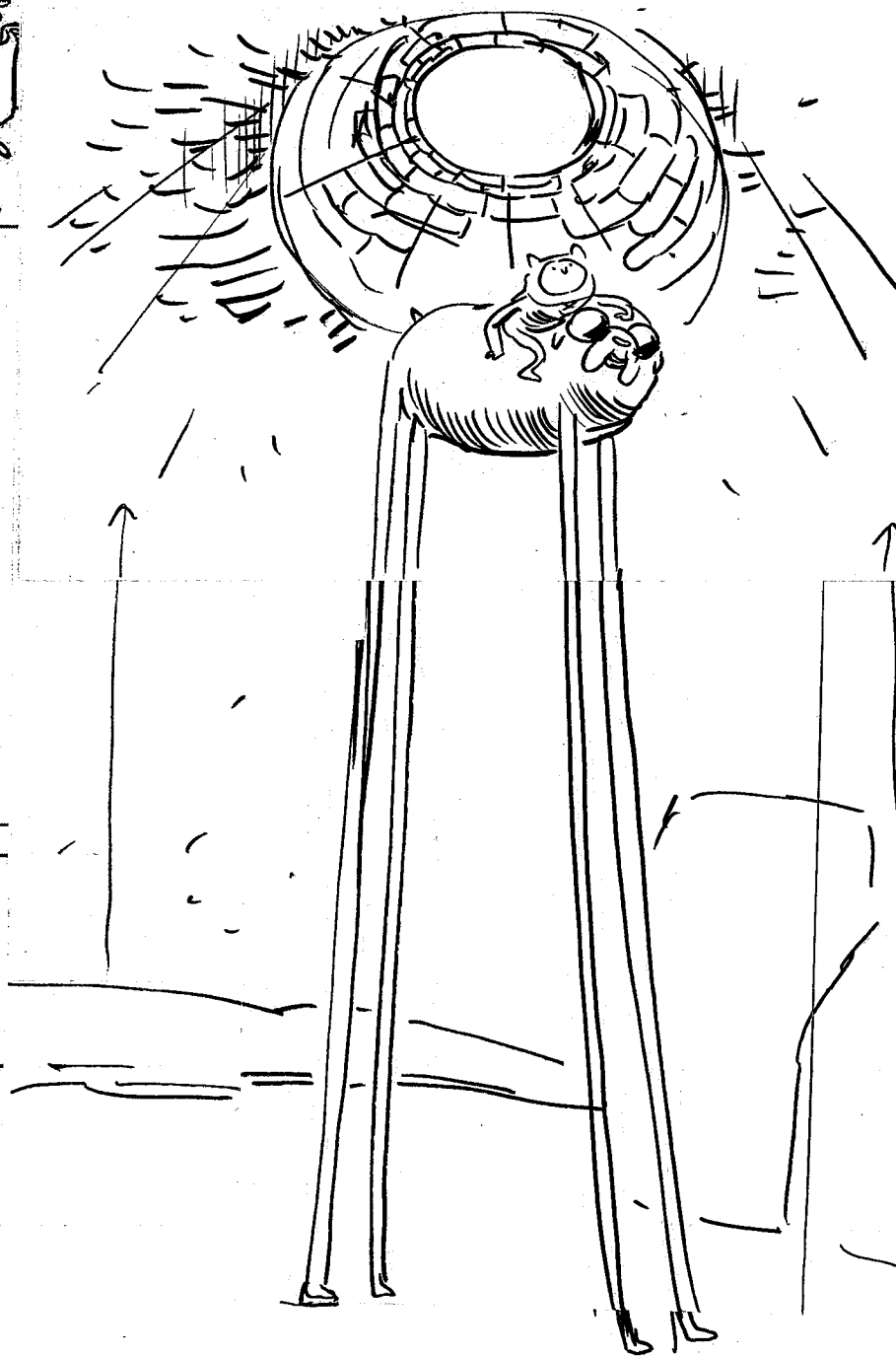
Acti

JAKE LEGS STRETCH TOWARDS WELL OPENING  
PAN W/ ACTION.

Timing:

① let's go eat  
cinnamon  
BUN.

204 F



270

night

EPISODE #

Production :

100233



# ADVENTURE TIME



Page 271

Sc. 204

Pnl. Q

Bg.

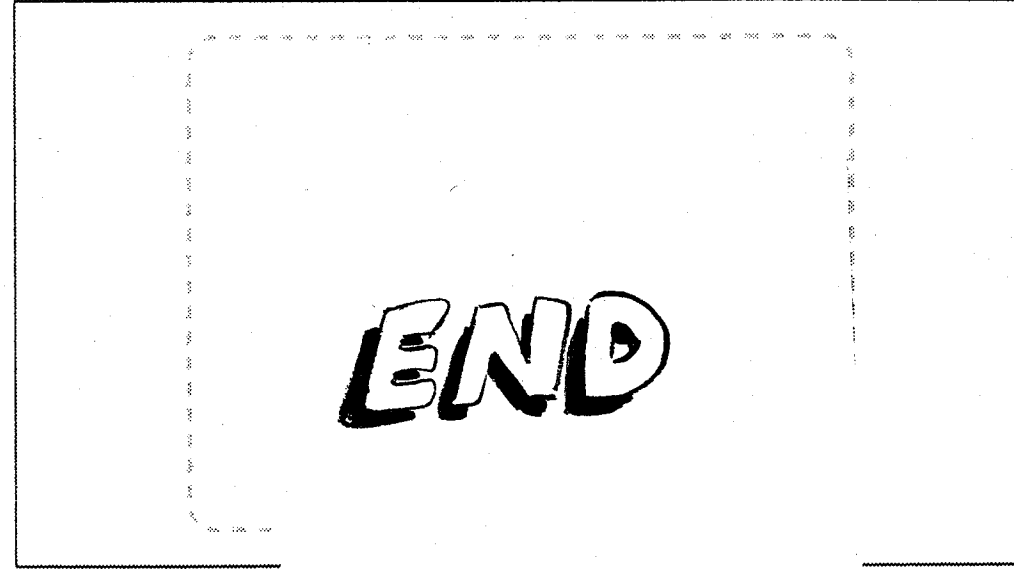
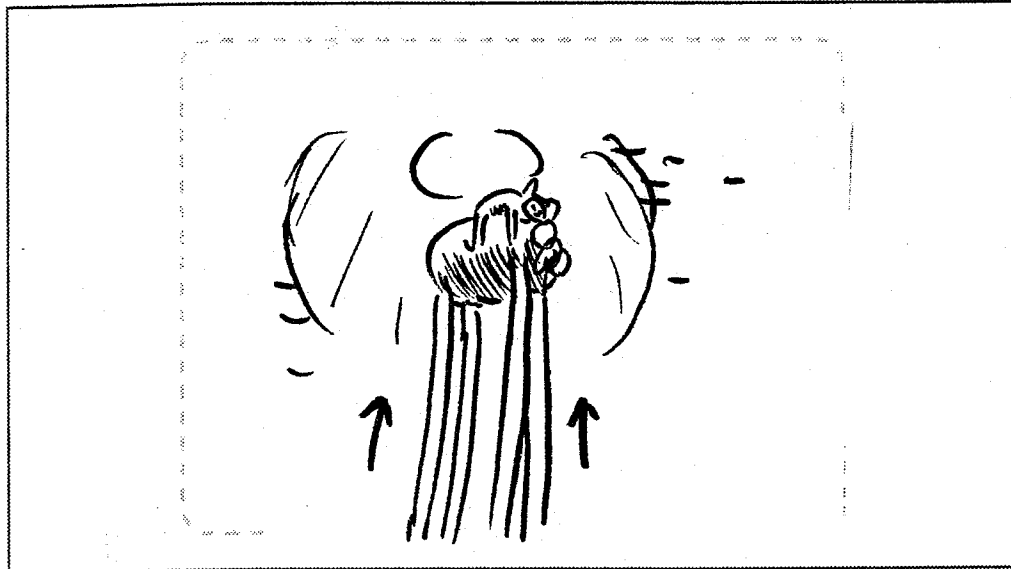
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

100233